

# Official SUPER NES Game Guide

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*The only complete  
Super NES resource  
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***SUPER NINTENDO***  
ENTERTAINMENT SYSTEM





# OFFICIAL SUPER NES Game Guide

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## KEY

Max. Number of Players:  
Simultaneous or  
Alternating

Memory Size

Game Type

Save Feature: Battery  
or Password

Release Date

POWER METER RATINGS

G---4.5 P---3.2

C---4.1 T---4.0

G- Graphics & Sound P- Play Control

C- Challenge T- Theme & Fun

Ratings are on a 1-5 scale, 5 being highest

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By Enix

The emphasis has switched from adventure and simulation to pure sword-swinging action in this sequel to one of the first Super NES hits. This one is for players who are ready for a real challenge.

- 1 PLAYER ● PASSWORD
- 12 MEGABITS ● DEC 1993
- FANTASY ACTION

## POWER METER RATINGS

G----4.4 P----3.3  
C----3.5 T----3.5

Guide a winged hero past the 13 agents of Tanzra and put a stop to Tanzra's evil plans in this challenging action sequel. Tanzra's armies have brought their leader back to life and have taken over the towns and villages. Your mission is to descend upon the regions of the land and clear away evil beings in more than 15 side-view action scenes. The original game included village-rebuilding simulation scenes, but this one emphasizes pure action. Your character is smaller and more animated than

the fighter in the original game and he can now glide through the air with wings. He can also swing his sword and super-charge it for extra power. The graphics are well drawn and the music and sound effects are of the same high quality as those in the original game. ActRaiser 2 features three levels of difficulty, though most first-time players will find the easiest difficulty level to be a challenge in this ActRaiser game sequel.



By Ocean

Based on the movie rather than the older, off-beat T.V. series, Super NES Addams Family features the whole kooky, ooky clan in an eight-meg adventure that will appeal to players of all ages.

- 1 PLAYER ● PASSWORD
- 8 MEGABITS ● MAR 1992
- COMIC ADVENTURE

## POWER METER RATINGS

G----4.5 P----3.2  
C----4.1 T----4.0

Super NES Addams Family takes you, as Gomez Addams, through the spooky mansion, from attic to cellar, then on to the family crypt searching for family members who've been kidnapped. Behind the kidnappings is creepy Abigail Craven, who has entranced Uncle Fester and who plans to pocket the family fortune when all the members are out of the picture. Enemies include ghosts, spiders, birds gone bad and brazen bear rugs. Even usually-tame toys take on lives of their own and

become dangerous objects in this game. There are 35 areas to explore in addition to several hidden secret rooms, and eight bosses await your challenge. The game's password feature lets you pick up where you left off in your last play session, and its rich graphics enhance the play experience. The game play is standard hop and bop platform fare with sometimes challenging play control, but fans of the Addams Family, regardless of their ages, will like the music and characters.



## ACTRAISER 2

## THE ADDAMS FAMILY





By Ocean

Ocean's follow-up to its original Addams Family game sees young Pugsley taking over the main character duties from Gomez. Wednesday has hidden six strange items in the mansion for Pugsley to find.

- 1 PLAYER ● PASSWORD
- 8 MEGABITS ● FEB 1993
- COMIC ADVENTURE

#### POWER METER RATINGS

G----4.0 P----3.3  
C----3.4 T----3.4

## THE ADDAMS FAMILY

### Pugsley's Scavenger Hunt

Loosely based upon the Addams Family TV show and not the movies, Pugsley's Scavenger Hunt features impressive graphics and sound. The difficulty level of this game is a bit higher than the first Addams Family Super NES game from Ocean. Most of the areas feature quite large maps and many have numerous secret rooms, passages and shortcuts to find and scavenge through. The play control, while very accurate, will take a while to get used to. Pugsley can move very fast, and since there are so many

obstacles and enemies everywhere, it's easy for Pugsley to get hit. This is probably the major drawback to the game, although this point can be thought of as "increased difficulty." Wednesday's laundry list of items for Pugsley to find oddly enough contains a laundry article: clean underwear! The Addams' fortune is vast, judging by the amount of hidden dollars in the mansion. Pugsley's Scavenger Hunt should prove to be a challenge for most action game aficionados.



By Sunsoft

Destined to be everyone's favorite bat this side of Dracula, Sunsoft's Aero the Acro-Bat makes his triumphant debut on the Super NES in a pretty good action game with superb graphics & sound.

- 1 PLAYER ● NO SAVE
- 8 MEGABITS ● NOV 1993
- COMIC ACTION

#### POWER METER RATINGS

G----3.9 P----2.9  
C----3.7 T----3.3

## AERO THE ACRO-BAT

According to the Power Meter ratings that Aero the Acro-Bat received, the Play Control category seems to be lacking, especially when compared to the Graphics & Sound category. Initially, you may tend to agree, but after you put a little time into playing the game, you'll learn that Aero is actually quite easy to manipulate around the huge areas of the game like the Circus, Funpark and Museum. Each area is divided up into Acts or sub-stages. Aero's task in each Act can be different

whether it's collecting Keys, making Star Platforms disappear, jumping through Hoops, etc. The character animation is impressive. Aero is a great performer, and with the skills learned in the circus, he can jump, attack, and soar with the best of them! This is not an easy game. It could quickly frustrate an inexperienced player. Considering the immense size of most of the areas and the overall difficulty level of the game, the challenge factor of Aero the Acro-Bat is high.







By Konami

Space shooters have never looked as good as Konami's Axelay. With aliens encroaching on the Illis Solar System, only the incredible Axelay fighter ship remains to battle the enemy.

- 1 PLAYER ● NO SAVE
- 8 MEGABITS ● SEP 1992
- SPACE ACTION

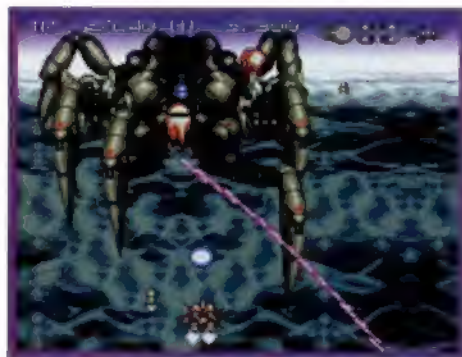
#### POWER METER RATINGS

G----4.1 P----3.9  
C----3.5 T----3.6

## AXELAY

Axelay consists of six challenging stages of outer space battles. You pilot the Axelay and blast at everything that moves with lasers, bombs and special weapons of all sorts. Axelay differs from the first Super NES shooters like Gradius III and Super R-Type by offering some spectacular Mode 7 graphics effects. Some of the stages show the ship flying into the screen as the surface of a planet rolls beneath you. The sound effects, music and cinema scenes also add a touch of depth. Piloting your

ship through vertical and horizontal scrolling stages, you'll encounter space stations, alien ships, mines, asteroids and just about everything else you can think of. Due to the changing direction of flight and the wide range of areas, game play is more varied than in many shooters. It is also fairly challenging to play. Use the Set Up option to customize the controller, increase trigger speed, choose one of three levels of difficulty and even adjust the brightness of the screen.



By Konami

The Bat, the Cat and the Penguin spar on the Super NES in a spectacular street-fighting adventure that captures the rich, dark look of the Tim Burton Batman movies to a T.

- 1 PLAYER ● NO SAVE
- 8 MEGABITS ● APR 1993
- MOVIE-BASED ACTION

#### POWER METER RATINGS

G----4.3 P----3.8  
C----3.9 T----3.6

## BATMAN RETURNS

The Dark Knight's Super NES debut features big characters, detailed backgrounds and a soundtrack that rivals the movie's. The game play of this seven-stage street-fighter is very similar to that of the original Final Fight game, right down to the level ending enemies that use other baddies as decoys and take a beating before their energy meter begins to shrink. The side-view action stages alternate between scenes that emphasize punching and kicking with areas that feature weapon tossing and

swinging from the Bat Hook. In the Super NES Turtles game from Konami the heroes can toss enemies toward the viewer. In this game, the hero can throw enemies in the other direction toward the wall. This often results in a dramatic window-breaking collision. Another dazzling move allows Batman to smash two enemies together and knock them both out. A mid-game driving stage provides a break from the punching and jumping action.





## BATTLETOADS & DOUBLE DRAGON: The Ultimate Team

By Tradewest

In the darkest of all times, The Dark Queen has teamed up with the Shadow Boss in a final attempt to take over Earth. Can the ultimate team of Billy, Jimmy and the Battletoads stop them?

- 2P SIM ● NO SAVE
- 8 MEGABITS ● DEC 1993
- FIGHTING ACTION

### POWER METER RATINGS

G---3.6 P---3.4  
C---3.4 T---3.4

Tradewest has cashed in on the popularity of their two hottest titles, Battletoads and Double Dragon. By combining both sets of characters into a single game, players get a chance to play the game anyway they want. Things really get interesting when you fight bosses from one game with heroes from another. For instance, when you meet up against the Shadow Lord and you're playing with a Toad, you can't use the Dragon Brothers' Cyclone Spin Kick. Instead, you have to defeat him with Battletoads moves, like the

Nuclear Knuckles and the Battletoad Butt. Otherwise, this is basically the same game as the NES and Game Boy versions that were released earlier, but with Super NES graphics and sound. The colors are much more vivid, and the animation of the characters is better than the NES game, but the smaller characters aren't as appealing as the characters in Battletoads in Battlemaniacs. Overall, it is a fun game to play with lots of action unless you've already played it on another system.



## BATTLETOADS IN BATTLEMANIACS

Zitz and Michiko have been kidnapped, and Pimple and Rash know who's behind the heist: the Dark Queen. When they set out to rescue the pair, little do they know that they'll have to defeat the Four Pigs of the Apocalypse before taking on the Queen of Darkness. They have their work cut out for them as they travel through Ragnarok Canyon, a Hollow Tree, Turbo Tunnel, and the Snake Pit and take a wild ride on a manic Roller Coaster before reaching the Dark Tower. Battletoads in Battlemaniacs is richly rendered in

impressive 3-D graphics. The two-player, simultaneous play mode is especially fun. It is much like the original NES version of the game, with the same stage maps but some additional bonus stages and new major enemies. It also carries the same level of difficulty, which is considerable. If you're looking for something completely new in a Toad adventure, you might want to opt for Battletoads & Double Dragon, but true Battletoad maniacs will go for this one in a big way.







**By Mandingo**

Bebe's Kids brings the movie's characters to your Super NES in an action romp from newcomer licensee, Mandingo. The rap beat keeps your energy pumped. There are no rules in Fun Land.

- 1 PLAYER ● NO SAVE
- 8 MEGABITS ● DEC 1993
- MOVIE-BASED ACTION

#### POWER METER RATINGS

G---2.8 P---2.1  
C---2.5 T---2.5

## BEBE'S KIDS

Your adventure in Fun World takes Lashawn or Kahlil into dangerous territory where unauthorized leisure activities are punished. This side-scrolling game requires you to beat up countless enemies, many of whom are disguised in costumes. The game follows the basic pattern of scrolling street-fighting games like Final Fight or Double Dragon, but the attack moves of the kids are limited so the challenge level is fairly low. You can kick, punch, jump and use some special moves and

each stage has a time limit. The foes can take dozens of hits before being defeated, so patience plays a big role in this game. Furthermore, the enemies are slow and don't vary their attack. The kids are also slow-moving, but fortunately, they're pretty tough. They can take quite a few hits before losing a life. The big, colorful graphics and rap beat are the highlights of Bebe's Kids as you can see from the Power Meter ratings listed here. The Play Control score reflects the slow speed.



**By Activision**

After the galactic war, the government of the Milky Way finds itself about to fall prey to a race of half-machines called BioMetals. You must pilot the galaxy's top fighter to save the world.

- 1 PLAYER ● NO SAVE
- 8 MEGABITS ● DEC 1993
- SCI-FI ACTION

#### POWER METER RATINGS

G---3.7 P---3.5  
C---3.0 T---2.8

## BIOMETAL

Space shooters have been around since the first video games appeared and little has changed except the speed of play and quality of graphics. In BioMetal, both meet today's standards. Some of the stages have very realistic looking backgrounds with alien planets hanging in the sky as the Halbard fighter wings its way through countless enemy BioMetals. The high speed of the game is consistent in that there isn't much slow down when lots of sprites appear on the screen as there was in Gradius III. Collecting Power-Ups like shields

and missiles is the essential strategy of BioMetal just as it was in Super R-Type. A good introduction cinema sequence sets the scene, but the story is so standard that few players will probably bother to wait it out. Options include three levels of difficulty, sound test and a Control Pad setup. Since the game uses auto fire, you don't need a turbo controller. BioMetal doesn't cover any new ground, but it does a good job going where shooters have gone before.







By Atlus

Fight for the freedom of the citizens of Earth by taking control of the ruling Bio-Cyborgs and using them to destroy the Imperial Army in this five-stage space shooter.

- 1 PLAYER ● NO SAVE
- 8 MEGABITS ● OCT 1992
- SPACE ACTION

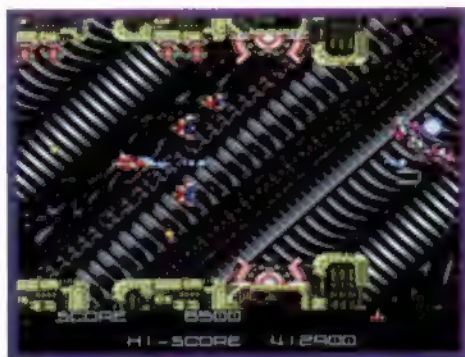
#### POWER METER RATINGS

G---3.2 P---3.3  
C---3.2 T---3.1

## BLAZEON

In a twist on the side-view space shooter formula, Blazeon allows you to take over enemy Bio-Cyborgs and use them against their evil creators. There are five stages of enemy-blasting action, seven different types of cyborgs to control and unlimited chances to continue. You'll start by piloting a small ship that looks a little out of place in a Super NES game. When you come across one of the larger Bio-Cyborgs, you can stun it with a missile, then run into and assume control of the machine. Each

has a different attack method, many of which are cool and creative. Aside from this unique twist, Super NES Blazeon is a standard shooter featuring detailed backgrounds that are not quite as dazzling as the backgrounds in Gradius III. The music is repetitive and the sound effects are short of stunning. If the idea of taking over enemy cyborgs intrigues you, you should check out this action-intense side-scroller. But, chances are, you'll find little else new and unique to the game.



By Titus Software

Jake and Elwood, soul bros. of Saturday Night Live fame, star in their own video game from Titus Software. Winging LPs instead of shooting bullets, they tap dance through 34 stages.

- 2P SIM ● NO SAVE
- 8 MEGABITS ● JUN 1993
- COMIC ACTION

#### POWER METER RATINGS

G---3.5 P---3.1  
C---3.3 T---3.0

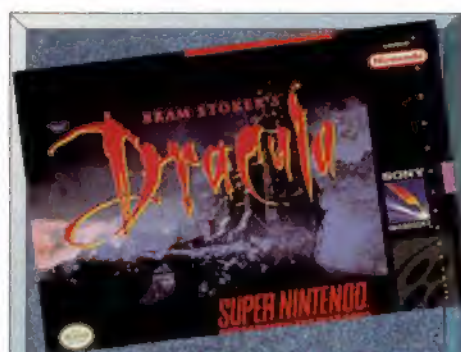
## THE BLUES BROTHERS

Jake and Elwood come out of hiding to find fame in a video game that has little in common with the SNL characters. It's a standard platform game that has the pair picking up records to use as weapons as they attempt to reach the end of each stage. Their goal is to reach the jukebox at each stage's end. There are more hidden items to find as you progress through the stages, and the enemies certainly are diverse. It's fun to make the characters interact in the simultaneous, two-player mode, which

has 25 levels instead of the 34 found in single-player mode, and the sound is good, though the background music certainly isn't like the Blues Brothers'. The characters are large—they have some great "wait" animation—and the play control is solid. There is enough challenge and variety in the different stages to keep platform players happy, but if you're a big fan of the Bros. and expect a game that follows their movie plot, keep looking. This isn't it.







By Sony Imagesoft

Step into the terror of the Dracula legend. Based on the movie version of Bram Stoker's Dracula, this Sony Imagesoft thriller pits you against the Prince of Darkness.

- 1 PLAYER ● NO SAVE
- 8 MEGABITS ● OCT 1993
- MOVIE ACTION

#### POWER METER RATINGS

G----	3.3	P----	2.7
C----	2.8	T----	2.5

As Jonathan Harker, a young Englishman who comes to the mysterious castle of a Transylvanian noble, you'll retrace the steps of the most famous vampire story of all, Bram Stoker's original Dracula. Unfortunately, many of the elements of that gothic horror tale never made it into the game. The graphic elements are here, from wolves and bats to vampires, and the settings include Drac's Castle and 19th Century London among other areas. Jonathan can use a knife or weapons like a shotgun or sword. Each

stage contains multiple levels of side-scrolling action. An arrow points toward the exit, sometimes through a floor or ceiling, leaving you with a puzzle to solve. Each stage begins as a daylight scene, then becomes a night scene in which Count Dracula appears in one of several shapes. Before meeting him, you'll face an onslaught of his minions including wolves, ghouls and other creatures of the night. But if it's a scary atmosphere you're after, Castlevania IV is a much better game.



By Accolade

Bobcat Bubsy, Accolade's new character, has personality plus. As he tries to save the world's supply of yarn from the Twin Queens of Rayon, Polly and Esther, he asks, "What could possibly go wrong?" Plenty!

- 2P ALT ● PASSWORD
- 16 MEGABITS ● MAY 1993
- COMIC ACTION

#### POWER METER RATINGS

G----	4.0	P----	3.2
C----	3.8	T----	3.5

## BUBSY IN CLAWS ENCOUNTERS Of The Furred Kind

Bubsy is a wise-cracking, Woolie-whacking bobcat out to save the world's wool. He travels through 16 huge levels, collecting balls of yarn and stomping Woolies, the yarn thieves controlled by the Rayon Queens. A cool character, he can jump really high and glide with arms outstretched, too. There are multiple twisting paths packed with surprises that you can use to complete each level, and there are many Bonus Stages to find and complete. Reaching a midpoint flag lets you restart there, should something go

wrong. Outstanding animation gives him more personality than your average fat cat—he has 16 ways to bite the big one—and the action is really fast, which can take some getting used to. Don't make Bubsy wait for long when you play the game. If you do, the impatient bobcat will rap on your television screen to remind you that time's a-wastin'. Although challenging, the game should appeal to a wide variety of players. Here's one cat who's going to land on his feet every time.





## CAPTAIN AMERICA AND THE AVENGERS

The sinister Red Skull has hypnotized the greatest super villains on the planet in an effort to take over the world and put an end to the Avengers. You can control your choice of Captain America, Iron Man, Vision or Hawkeye through five big stages while taking on the Red Skull's army. The action is shown from a side view in the tradition of the Teenage Mutant Ninja Turtles games. In this game, though, the characters are quite a bit smaller than the Turtles and there are fewer special

moves. Each of the characters has the same basic fighting moves; kicking, punching, jumping and firing a projectile. Captain America throws his shield, Hawkeye fires arrows and Iron Man and Vision both use beam weapons. The play control is intuitive, but since all of the characters jump unbelievably long distances, it may take a while to master moving and fighting. The sound effects include digitized voice samples and the graphics are drawn in an appropriate comic book style.



## CHESTER CHEETAH Too Cool To Fool

Chester Cheetah is a typical platform jumping game that has trouble locating its audience. The cute characters and animation of this game appeal to younger players. There are five different stages, each with a variety of tasks players must complete in order to find the hidden motorcycle parts. There are several items to collect that help complete the quest, but the player's actions pretty much remain limited to jumping and running. While the game may spark the attention of young players,

the difficult play control may frustrate some of them quickly. There are several jumps throughout the game that are tough to make, and many enemies that are impossible to avoid. Most advanced players will find the game too easy and the action too slow. Since the character moves rather slowly, it would be hard to say that Chester possesses any cheetah-like qualities. With only five stages to complete, finishing the game may leave some players unfulfilled.







## CHUCK ROCK

Sony Imagesoft's Chuck Rock is an entertaining twist to a side-scrolling action game. With 19 levels through five different worlds, this game offers a few good hours of fun. Most of the stages are easy to work through, with a more difficult boss at the end of each world. The graphics are colorful and detailed, with the exception of Chuck Rock himself. His animation seems to be dull and lacks the flavor of the surrounding game. At times, the play control can be awkward and frustrating.

Chuck Rock attacks his enemies with a swing of his massive stomach. Although this can be humorous, the enemies must be close before you can hit them, and often you miss. Chuck has limited jumping ability, making it easy to miss crucial jumps. The game does not have any Continue mode requiring players to finish the game in one sitting. Having to start from the beginning of the game each time you lose your last life becomes old very quickly.



## CLIFFHANGER

The movie Cliffhanger turned out to be a good match for a video game with all of its action, daring and danger. The game does a good job of conveying the action elements if not the high adventure. Most of the fighting takes place in scrolling Double Dragon-type stages. Gabe, whom you control, can pick up weapons from defeated enemies plus he can use some cool martial arts moves. If you make it to a campfire, you'll refill your health meter. Other types of action include climbing cliffs and evading natural mountain dangers

like avalanches. The unnatural dangers, like men shooting at you, are the main worry as you go through the game's seven stages. Options include setting your number of lives to as many as seven and Continues up to five. Although the graphics look good, control of the character is stiff and some actions, like jumping, can be difficult. Other weaknesses are that the enemies don't exhibit much variety in their attacks or intelligence and the climbing sequences don't require any real skill.

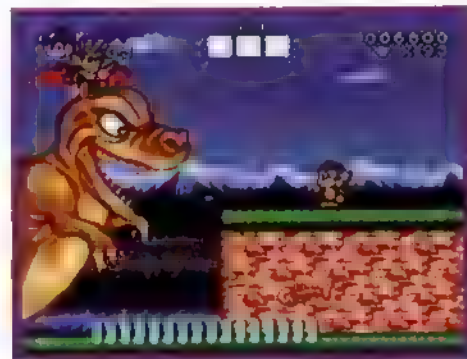




## CONGO'S CAPER

The appeal of Congo's Caper is aimed at younger players. That's good, because it's not an overly difficult game. Younger players should feel right at home guiding Congo through the many dangers that confront him on his important mission. Older or more experienced players can get enjoyment and value out of this title considering its limited Power-Up structure and sheer number of areas. However, they won't find it nearly as challenging as many other side-scrolling platform games of the action genre. Not surpris-

ingly, Congo's Caper resembles another Data East title, Joe & Mac, in several ways. Obviously, the Stone Age caveman theme is prevalent in both games. The play control is also comparable, with the main character being very easy to direct. The hit detection, especially when you're battling some of the boss characters, falls somewhere between "not bad" and "not good" depending upon what boss you're clashing with. The T-Rex confrontation stands out as an example.



**by Data East**  
Help one of Data East's heroes, a half-boy/half-ape, conquer 35 areas and 10 Bonus Stages in an effort to rescue his girl friend. It's a truly common theme, but a good game, nonetheless.

2P ALT • PASSWORD  
4 MEGABITS • MAY 1993  
COMIC ACTION

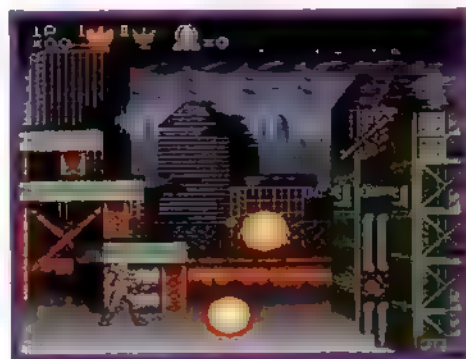
### POWER METER RATINGS

G---3.4	P---3.8
C---3.2	T---3.3

## CONTRA III The Alien Wars

Contra III: The Alien Wars offers players great shoot-'em-up action. At the beginning of the game, it's a side-scroller similar to the Contra games on the NES and Game Boy. Players can collect various weapon Power-Ups like before as they work their way to defeating the final boss of each stage. The style of the game makes a dramatic twist when you reach the later stages of the game. The top view of the third stage makes for exciting action as you work your way past the enemy strong-

hold. Two players can work their way through the game at the same time, either as a team or against each other, doubling the fun. The graphics and sound are great, keeping a player's interest throughout the game. As the game progresses, each of the six stages becomes tougher and tougher. If players find the game too easy, they can choose higher difficulty levels to really increase the game challenge. Power Meter Ratings indicate that this one's a winner.



**by Konami**  
You are a member of a crack two-man assault team, and it is your mission to take out the dreaded Red Falcon. Blast your way through the double-fisted action in one of the best shoot-'em-ups for the Super NES.

2P SIM • NO SAVE  
4 MEGABITS • APR 1992  
COMBAT ACTION

### POWER METER RATINGS

G---4.1	P---4.4
C---4.2	T---3.9

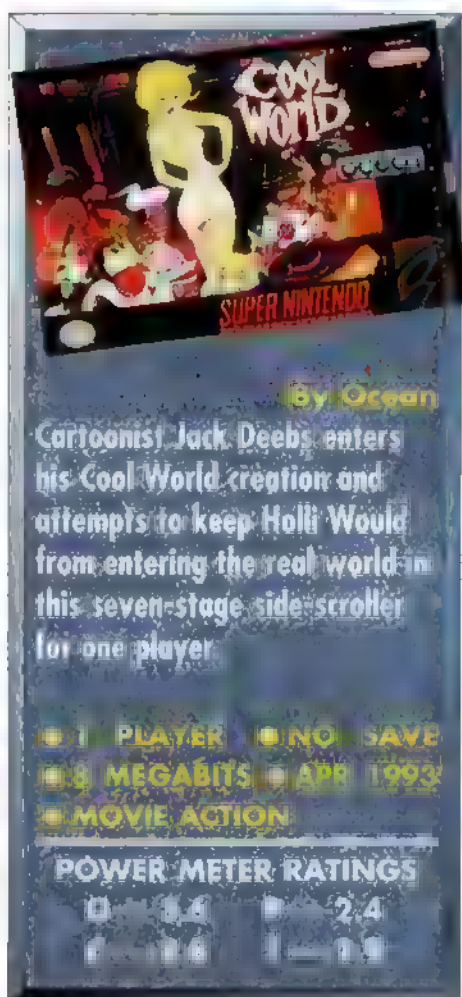
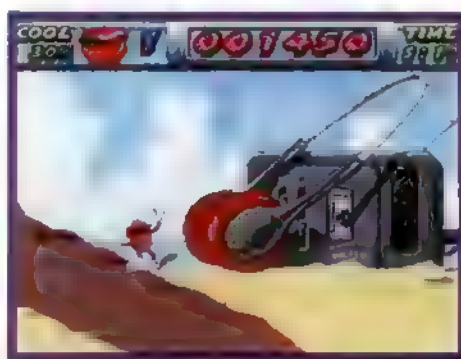




## COOL SPOT

The development team at Virgin Games that put this 11-stage action game together certainly out did themselves. The first elements that catch a player's attention are the graphics and animation. The simple character of Spot (whose fame comes from appearing in 7-Up commercial spots) displays tons of personality with gestures that seem almost alive. Excellent sound adds to the mix. Both the music and sound effects really balance out well in the game. Then there's the game play. Again there's a good mix.

Sometimes Spot will hop out of danger while other times he flicks bottle caps at a wide assortment of comic enemies. In other areas he'll have to leap and catch floating balloons, or climb up ropes, or find Spots in hidden areas. The goal in each area is to rescue a Spot in a cage somewhere in the level. With all this variety, you might think it was enough, but there are also six bonus levels that are also a kick. With three levels of difficulty, Cool Spot will keep even the best action players popping for hours.



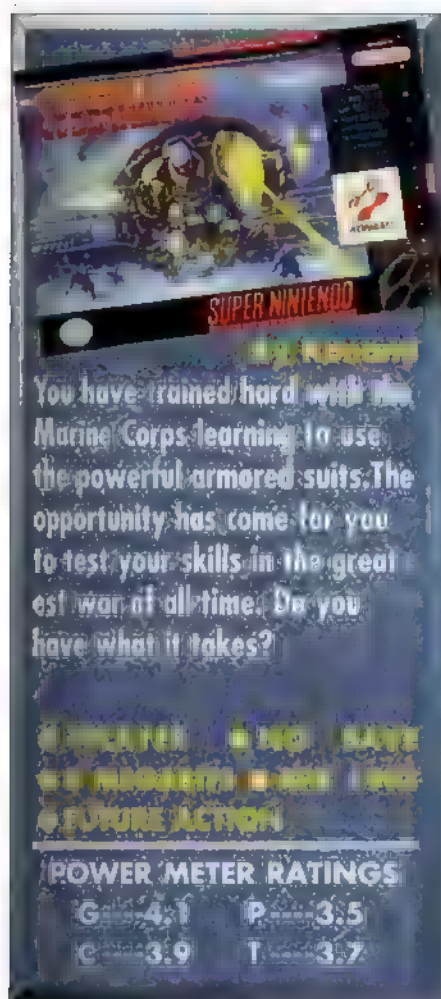
## COOL WORLD

Cool World is a side-view action game with colorful, cartoon-like graphics and confusing game play. Your goal is to guide Jack Deebs through the seven stages of the world and stop Holli Would from stealing the Golden Spike of Power. Jack can walk, jump and pick up items. Some items are helpful, like the extendible punching glove which doubles as a grappling hook, and others are not, like the hidden dynamite that blows up on contact. Other dangers include blue Police Doodles that

attempt to haul Jack in to headquarters and a fire breathing wolf. There are buildings to enter and clues to gather, but it seems like there are more red herrings than genuine leads. The bulk of a player's time is spent wandering around wondering what to do and avoiding enemies with limited success due to the non-responsive play control. If you're looking for a platform game with good graphics and straight-forward play, you may do better with one of Ocean's Addams Family adventures.



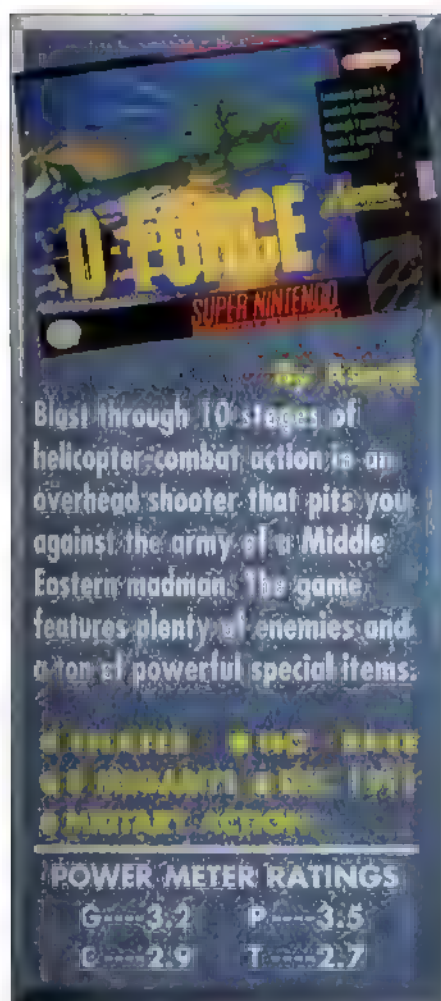




## CYBERNATOR

Cybernator by Konami is a side-scrolling game full of some of the best shoot-'em-up action around. The Cybernators are powerful armored suits, built for high-stress combat situations. Each of the seven stages pits you against entire armies, armed only with your Vulcan cannon and the few other weapons that you find along the way. With a little exploring, you can find Power-Ups for your weapons, making your armored suit even more formidable. The great graphics and control make playing this game similar

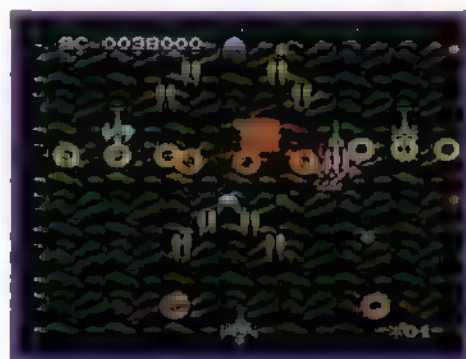
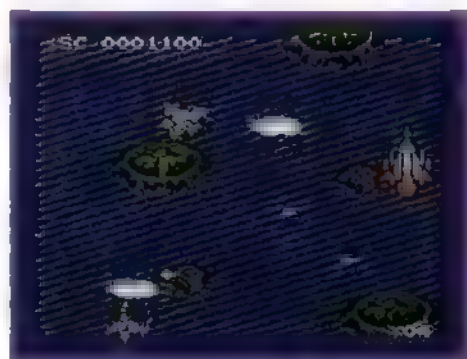
to playing a zero-gravity Contra. The movement in the armored suit can seem slow and clunky at times, but learning to use your shield can keep you from being hit. Some of the enemies in the game can't be harmed, making it easy to waste time trying to destroy them. The general rule is if it doesn't flash when you hit it, don't bother shooting it. The Power Punch weapon can also be difficult to use. When you hit an enemy with it, you are left vulnerable to attack for a few seconds.



## D-FORCE

In this overhead shooter that plays like a Super NES version of the NES game, 1943, you are in control of an attack helicopter that is loaded with powerful weapons. Enemy aircraft often fly at a different altitude than your own. It's up to you to move up or down to their height and blast them out of the sky. This is a unique play mechanic that makes good use of the Mode 7 capabilities of the Super NES. The graphics, music and sound effects of D-Force are about average for a Super

NES shooter. While the play control is responsive and intuitive, there is little else to do in this game but fly and fire. The game offers a shooting mode that puts even more emphasis on straight ahead action and an exploration mode which features fantasy-style enemies like huge killer birds. As a whole, D-Force is an entertaining alternative to side-scrolling shooters, but not something that will hold up as a classic in years to come.







## DAFFY DUCK: THE MARVIN MISSIONS

Once again, Sunsoft successfully brings a Warner Bros. cartoon character to life on the Super NES. Daffy Duck makes his debut as the ever popular Duck Dodgers. He must battle the forces of Marvin the Martian in order to make the universe safe again. The battle continues through six different planets. Each planet has several stages that Duck Dodgers must work his way through. Before each planet, you can purchase as many weapons as you need, as long as you have the cash to do so. Like Road Runner's Death Valley Rally and Taz-Mania, Sunsoft has recre-

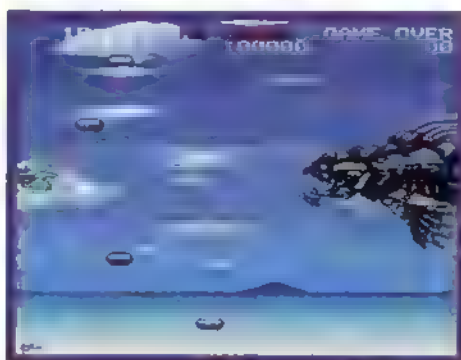
ated the colorful images of the classic shorts, making it look like you are playing a cartoon. Every detail, including the animation, is well done. The playing control, on the other hand, runs into the same problem that the Road Runner game did. When you jump, the character seems to drift unnaturally, making it difficult to judge the distance to each platform. Daffy's gun also kicks him backwards with a powerful recoil when he fires it. Even though this makes for humorous animation, it becomes frustrating when you bounce off a platform to your doom.



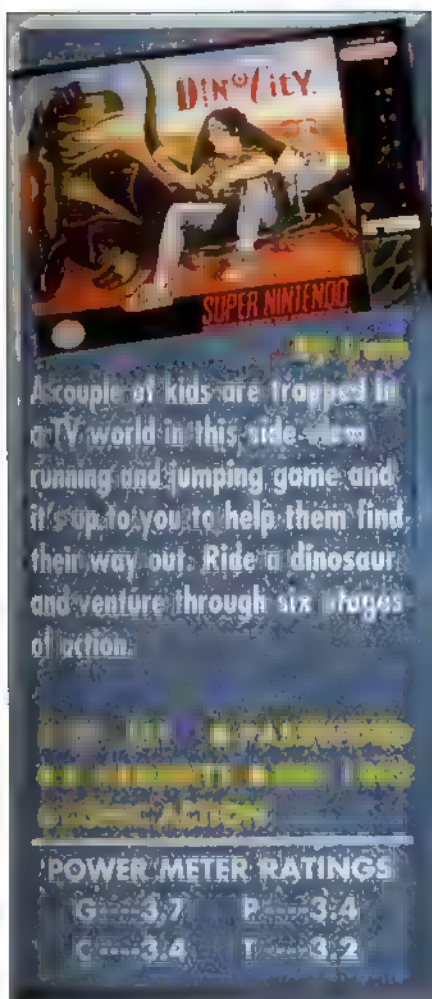
## DARIUS TWIN

The Silver Hawk is the most technologically advanced spaceship that has ever been built. The descendants of Proco and Tiat, using the combined powers of two Silver Hawks, are now trying to recover Darius and oust Belser. Darius Twin was the first Super NES space shooter game to feature two-player simultaneous action. The game play is very simple. The screen scrolls right to left and you shoot everything that moves. On the option screen, you can select the number of Silver Hawk ships you'll have in reserve, turn the rapid fire

on and off, and set the difficulty level of the game to one of two settings: normal or easy. As with most Super NES shooters, the sheer number of enemies that can appear on the screen at one time allows for the difficulty level of the game to become quite high. Darius Twin is by no means the most difficult Super NES shooter, but it does provide a decent challenge throughout each of the seven worlds you must battle through to reach the end of your mission.



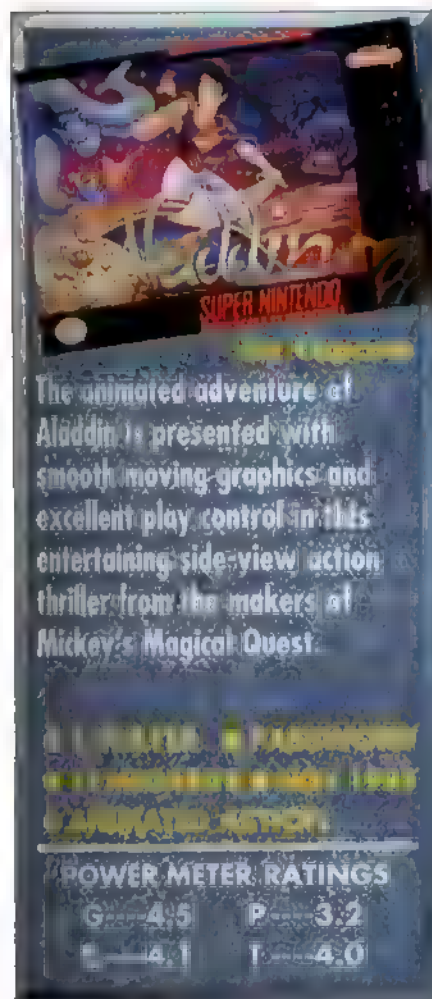




## DINOCITY

Great graphics and challenging passages are the emphasis in this fun game which features six stages of dinosaur-riding action. Timmy's dinosaur, Rex, hits enemies with a yo-yo like weapon at close range. Jamie's dinosaur, Tops, has a longer range weapon that clears away enemies from a distance. The two heroes take turns in the obstacle courses of TV Land in search of a fuse that will give them the power to return to their own world. The graphic style is comparable to that of the side scroller

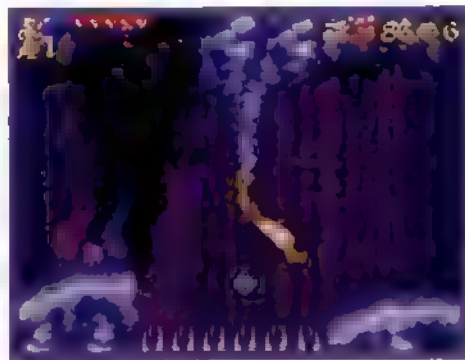
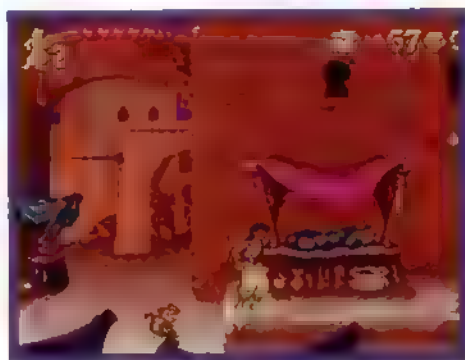
Joe & Mac and the dinosaur-riding action is similar to the Yoshi-riding antics of Super Mario World. The game features one colorful, well-rendered stage after another and steel drum music that adds to the fun, upbeat atmosphere. The enemies are all very resilient and most of them take more than one hit to defeat. This makes the game a real challenge when the baddies come out in force. In fact, it may be too much of a challenge for some players.



## DISNEY'S ALADDIN

Disney's Aladdin is a side-scrolling game that features incredible animation and great action. The story of the game loosely follows the story of the film. Your mission is to guide Aladdin as he escapes villains in the streets of Agrabah, flies through the Cave of Wonders on a magic carpet, bounds through a dream world created by the Genie, saves Abu in an ancient pyramid and battles Jafar in the castle. Aladdin moves with the smooth animation of the hero in The Prince of Persia and he is supported with very respon-

sive play control. He runs, jumps, tosses apples, swings from poles and grabs onto ledges with ease. If you collect enough jewels, you'll go to a bonus stage between levels where the Genie spins a wheel of fortune for 1-Ups and other prizes. The music features well orchestrated songs from the movie. As is the case with Mickey's Magical Quest, some players may find this adventure will go by too quickly. Other players will find the length to be just right.



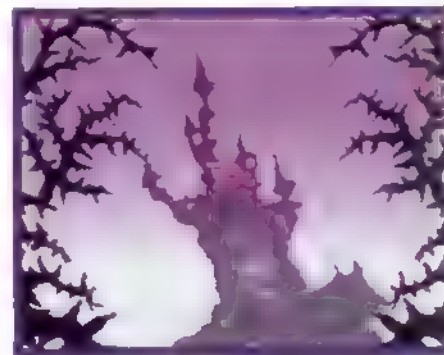
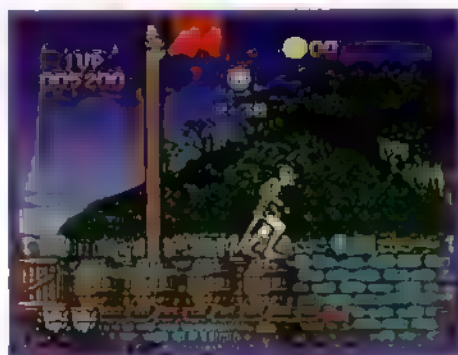




## DRAGON'S LAIR

As Dragon's Lair for the Super NES opens with a shot of Mordroc's castle zooming in with movie-like flair, you may think for a moment that this is a faithful translation of the original laser disc arcade game. That, however, is not the case. This game has much more in common with Super Ghouls 'N Ghosts and countless other side-scrolling action games than it does with the interactive cartoon that started the Dragon's Lair series in the mid '80s. As a standard side scroller, though, this

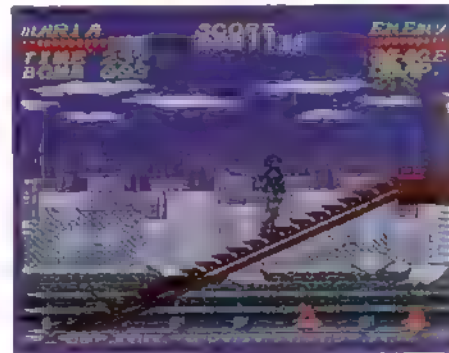
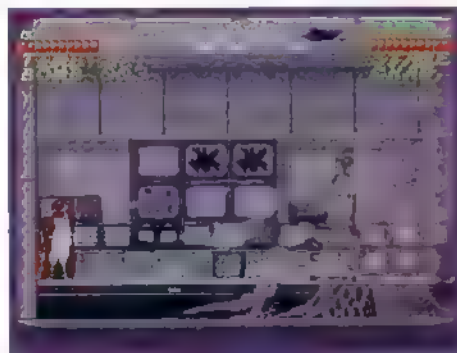
thriller does fare well. It features a bi-character, detailed graphics and 2 stages of action and enemy slaying. Dirk the Daring can run, jump, climb ropes, float in a bubble, swing his sword and throw various weapons. The main play control disadvantage is that Dirk cannot swing his sword while he is in the air. Otherwise, the controls are intuitive and easy to manage. If you like adventure in a cartoon style, then one should fit the bill.




## DREAM PROBE

When science meets the subconscious, no one knows what the results will be. In Dream Probe, a dream machine goes haywire with your friend inside it. Now you must go into the realm of dreams and fight the bizarre creatures from your friend's nightmares. The action lets you play as either Ron or Maria in side-scrolling and vertical-scrolling action stages filled with weird creatures. Graphically, Dream Probe uses lots of strobe effects and wave effects, sometimes effectively, but often the effects are simply distracting. Collect

Power-Ups along the way to change your simple sword into a whirlwind blade and then into a multi-directional shooting weapon that is well nigh invincible. With the abundance of Power-Ups available in the game, the challenge level isn't terribly high. Like Super Valis IV, this game uses still animated characters with limited movement. In this case, you can walk, run, jump and squat. In some stages you can enter doors and go through maze-like series of passages.







**FACEBALL 2000**

By Buller Proof Software

Faceball 2000 is a weird combination of 70s pop culture and futuristic warfare. Smiley-faced spheres float through a 3-D perspective maze and hit each other with balls.

2P SIM NO SAVE  
8 MEGABITS SEP 1992  
CHASE ACTION

POWER METER RATINGS  
G 3.4 P 3.8

## FACEBALL 2000

Pilot a Smiloid through a futuristic landscape in this two-mode, first-person perspective thriller. In the Cyberzone, you'll make your way through 41 mazes packed with Smiloids of many shapes and colors in search of the exit to the next level. If you survive, you'll go up against the Master Smiloid. The Arena mode is a one-on-one event where two Smiloids enter and only one leaves. One or two players can participate in this mode. A two-player game is shown with a split

screen. The maze walls are made up of geometric shapes called polygons which change very quickly in order to simulate smooth movement through a 3-D environment. A similar type of technology was used for most of the graphics in Nintendo's Star Fox. Even though the polygons in Faceball 2000 show very little detail, they do allow for an interesting effect. The game is somewhat one dimensional as an adventure but, with two players, it's a blast.




**THE FAMILY DOG**

By Malibu Games

Based on the animated television show of the same name, Family Dog features a crafty canine who proves that it really is a dog's life. The cute graphics should appeal to young players.

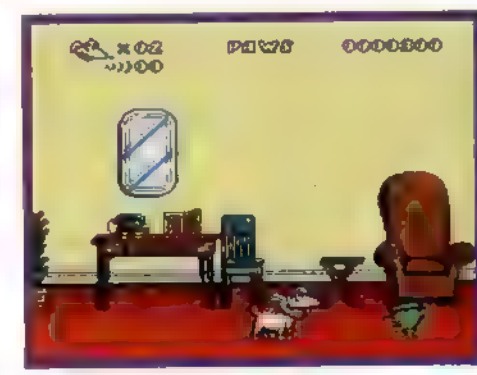
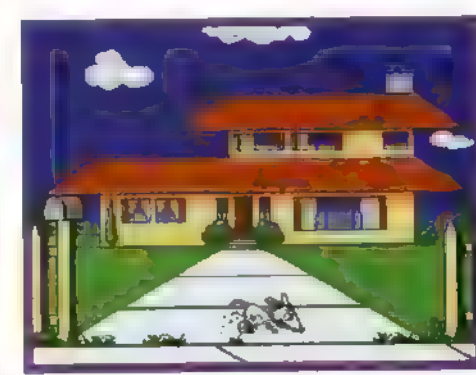
1 PLAYER NO SAVE  
8 MEGABITS JUN 1993  
COMIC ACTION

POWER METER RATINGS  
G 3.4 P 2.8

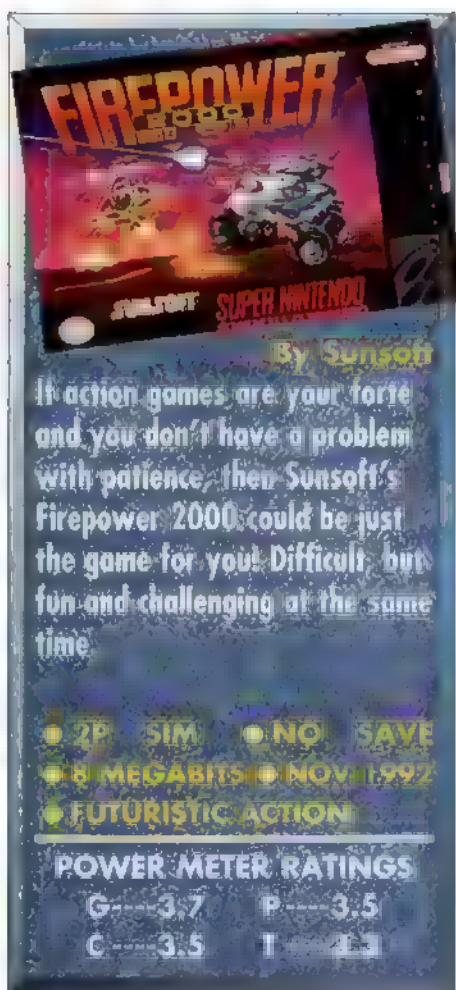
## THE FAMILY DOG

The Family Dog explores ten different areas and plays three Bonus Games in this animated action game from Malibu Games. In side- and vertically-scrolling stages, the dog jumps on furniture in the house, is sent to a canine reform school (a kennel) where he takes on big guard dogs and frees caged birds, then escapes to freedom in the woods nearby. Although it's by no means clear, the goal, apparently, is to survive the attacks of cats, toys and little boys. He attacks enemies by barking at them and

gains energy and points by digging for bones and finding other Power-Up items. The graphics are good, making the game look just like the T.V. show, but The Family Dog is a very limited play experience. While the animation is lively, the action is slow and the play control is somewhat inconsistent. The subject matter and depth of the game make it most suitable for young players, but they might find the play control frustrating.



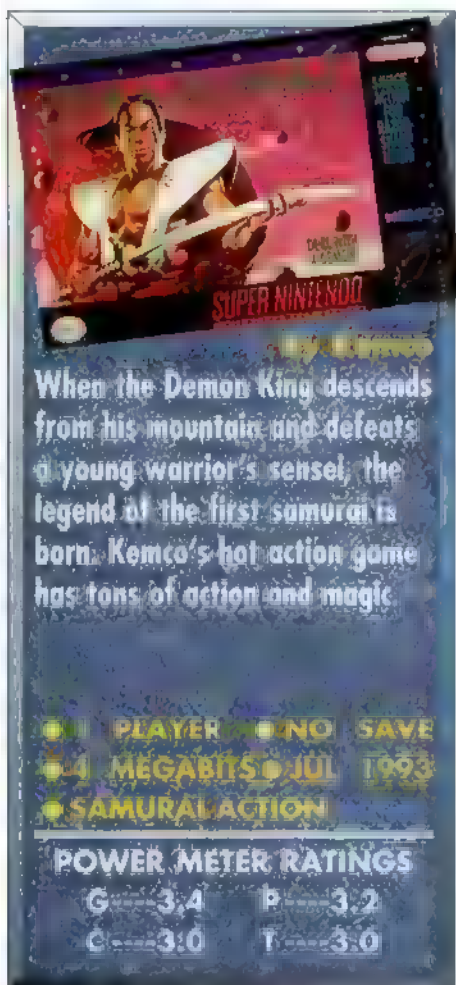
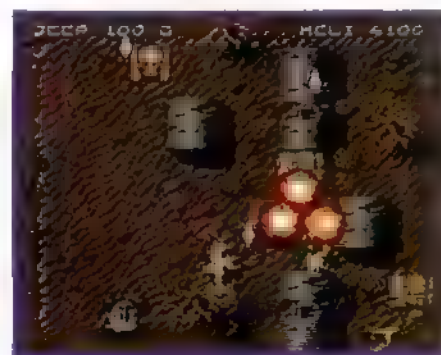




## FIREPOWER 2000

As a one-player game, Firepower 2000 lets you select one of two very different attack vehicles. Choose a land-roving Jeep or take to the skies in a souped-up helicopter. Six action-packed stages offer quite a challenge! Firepower 2000 is also an excellent two-player game. Having the Jeep and helicopter on the screen at the same time causes quite a commotion with the invading enemy forces. There are a variety of weapons that your chosen vehicle can use. The Jeep, while slower than the helicopter,

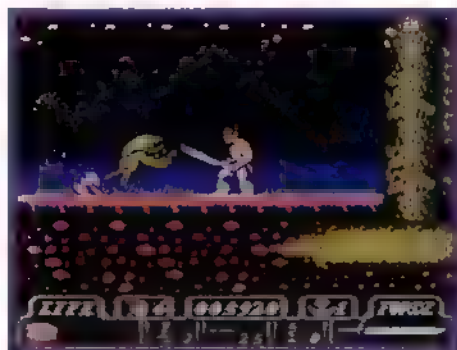
can fire its weapons in any direction. The helicopter, on the other hand, can only fire forward. The helicopter only has to avoid airborne enemies and enemy fire, whereas the Jeep must elude many more hazards on the ground. Limited 1-Up, no Continues and no save or passwo options detract somewhat from the overall enjoyment of the game, but that's part of what makes it so challenging! If you like shooters, Firepower 2000 will tighten up your alley and should provide plenty of enjoyment.



## FIRST SAMURAI

The legend of the samurai and his magical sword may not be widely known in the United States, but the hard-hitting action of First Samurai will be familiar to any players who have done battle with the likes of Ninja Gaiden for the NES. Sharp play control and unceasing attacks make for a challenging game no matter how good you are. The five stages take place in five historical and future periods. Although each stage is linear, there are hidden secrets and items throughout the stages and the direct

route may prove to be a dead end. The sword is the samurai's chief weapon against the wide range of enemies, but he also picks up daggers, bombs and samurai magic with which he can call down rain to put out fires, etc. The samurai's skills also include being able to scale walls like a ninja. There is a well-developed element of exploration in this game, much more so than many similar side-scrolling action games, but this can also lead to frustration if an item or magic spell can't be found.



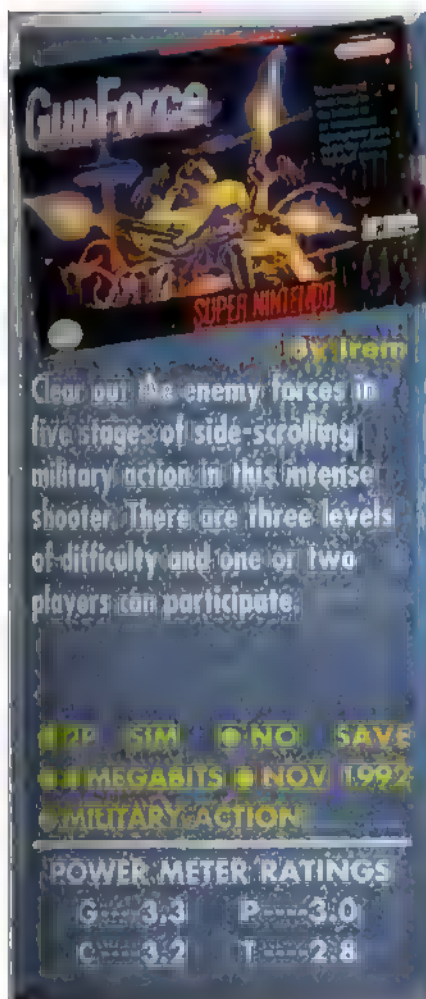
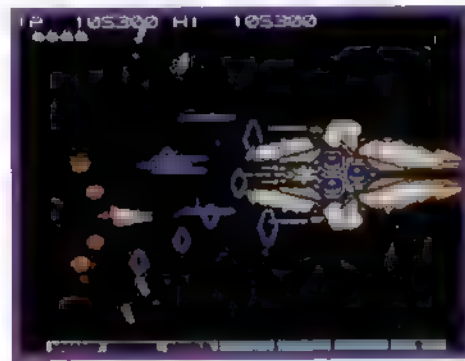
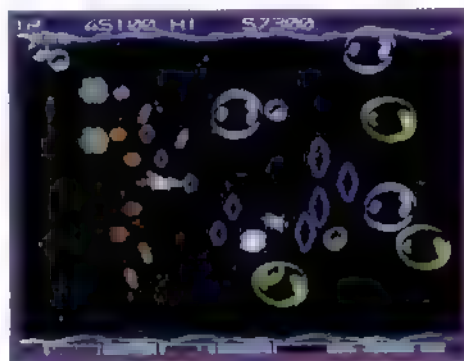




## GRADIUS III

Gradius III is one of the first Super NES games created by Konami. The game is similar in set up to the original arcade and NES Gradius games. The action follows a basic side-scrolling action format, with a difficult boss at the end of each stage. As you play, you collect items that can be used to increase the abilities of your ship, including the speed, shields and firepower. The wide selection of ship options at the beginning of the game, allows you to customize your game to fit your playing style. There are ten different stages, pro-

viding a good challenge for average or better game players. If the play gets too easy, there are also several different skill levels to increase your challenge. To help you finish the game, Konami has included many codes that have been widely published. Because Gradius III is a first generation Super NES game, players may experience game slowdown when there are too many characters on the screen. If this happens, defeat some of the enemies, and the game will return to normal speed.



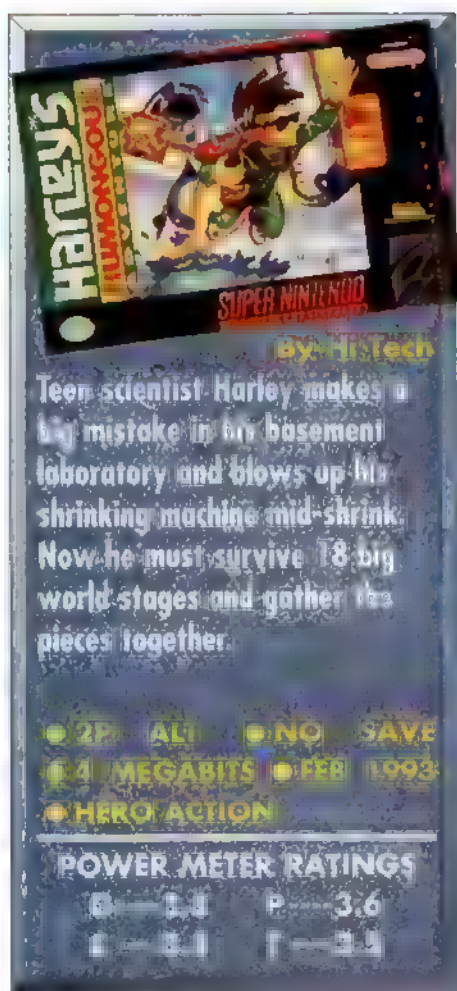
## GUNFORCE

GunForce is a side-view shooter featuring two-player simultaneous action which begs to be compared to Contra III: The Alien Wars. Both games offer a similar premise: enemies have invaded and you must stop them through five dangerous stages. The stages of GunForce are all presented with left to right scrolling action while the stages of Contra III feature a mix of action that scrolls from left to right and bottom to top along with one stage which is seen from above. This game also includes vehicles which players can

control and use to shield their characters from enemy shots. The characters of GunForce are larger than the Contra III fighters, but they move slower and with less animation. GunForce includes a ton of Power-Ups and realistic sound effects. The music, however, is rather simple when compared to the epic soundtracks of some Super NES games. An added element of strategy relates to the fact that you can run out of weapons if you don't use them wisely.







**By: Hi-Tech**  
Teen scientist Harley makes a big mistake in his basement laboratory and blows up his shrinking machine mid-shrink. Now he must survive 18 big world stages and gather the pieces together.

● 2P ALI ● NO SAVE  
● 4 MEGABITS ● FEB 1993  
● HERO ACTION

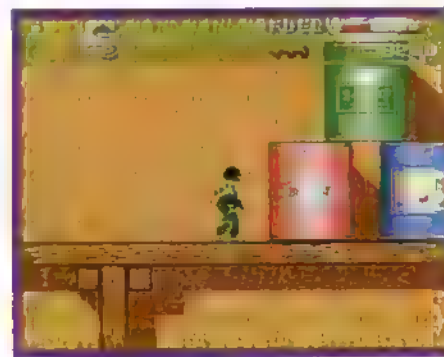
#### POWER METER RATINGS

G—1.1 P—3.6  
C—2.1 I—3.1

## HARLEY'S HUMONGOUS ADVENTURE

Harley's Humongous Adventure explores the little hero in the big world theme with a wacky scientist twist. Harley is a cool, but shrunken kid who runs, jumps, climbs, swims and flies through his house in search of the parts to his blown-apart shrinking machine. As you guide Harley through the house, you'll encounter a host of ghoulish, germ-like creatures who aim to stop Harley from getting where he's going. While Harley's Adventure does compare well with Pugsley's

Scavenger Hunt in the Addams Family series, the latter features richer graphics and more variety in background. This is probably due to Harley's no so-humongous memory configuration. Four mega-bits can only go so far in an adventure that covers a lot of ground. Harley can do a lot, but what he does is often presented with limited animation due to a lack of animation frames. The game is solid but doesn't excel in any particular category.



**By: THQ**  
Kevin McAllister is Home Alone in this side-scrolling action game inspired by 1990's most popular movie. It's Kevin vs. the Wet Bandits in four big stages.

● 1 PLAYER ● NO SAVE  
● 4 MEGABITS ● DEC 1991  
● HERO ADVENTURE

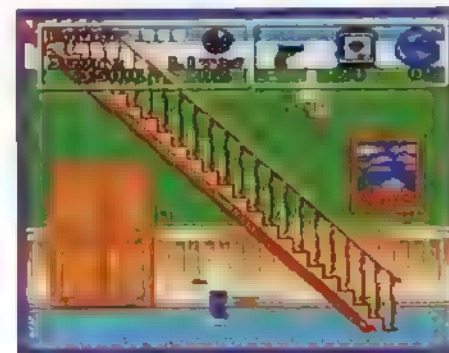
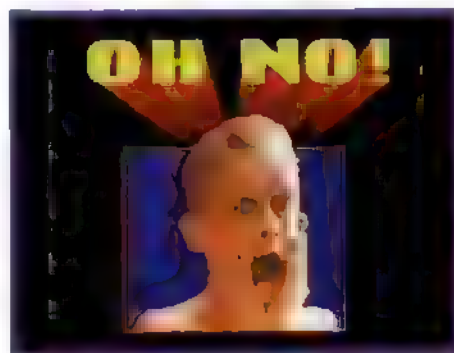
#### POWER METER RATINGS

G—1.1 P—3.2  
C—2.1 I—3.1

## HOME ALONE

Harry, Marv and their crew of Wet Bandits are robbing the McAllister house. It's up to Kevin to collect the family's valuables and place them in the basement by sliding them down laundry chutes. Once he saves enough items, Kevin will receive the key to the basement so that he can go downstairs and lock the items in the safe. The four levels of the game feature different rooms of the house and different types of valuables. This is, in every way, a standard platform game along the lines of Tom & Jerry and The Blues

Brothers. Play control is responsive but the character can only run, jump and fire a squirt gun, a slingshot or other similar weapons. The graphics are colorful, yet they are unimpressive with the exception of the well-rendered digitized shots that appear at the beginning of the game and when the game is over. The soundtrack features a few upbeat tunes along with digitized voice samples of Kevin's trademark scream and his end of the level celebration "Yes!"





## HOME ALONE 2: LOST IN NEW YORK

Accidentally abandoned in the Big Apple over the holidays, Kevin McCallister fends for himself and tries to elude Harry and Marv, the two burglars he encountered in his first movie adventure. This four-stage action game starts in the Plaza Hotel, where Kevin dodges attacking luggage and collects pieces of pizza, and continues through Central Park to a townhouse for the final chase scene. It's not just Harry and Marv that Kevin has to look out for, either. The whole hotel staff has it

in for him, too, so he has to watch out for bellboys, maids and waiters. Die-hard fans of the Home Alone movies might find the game entertaining, but it lacks depth and has other weaknesses that are reflected by its ratings. The animation is stiff and unnatural, the play control inconsistent, and there just isn't very much variety in the action. If you're expecting the kind of rollicking fun the movie delivers, you may be disappointed by the video game.



**BY T.H.Q.**  
Kevin McCallister eludes bumbling burglars Harry and Marv in this Super NES action game that follows the same plot as the hit movie. New York's Plaza Hotel will never be the same.

1 PLAYER • NO SAVE  
8 MEGABITS • OCT 1992  
COMIC ACTION

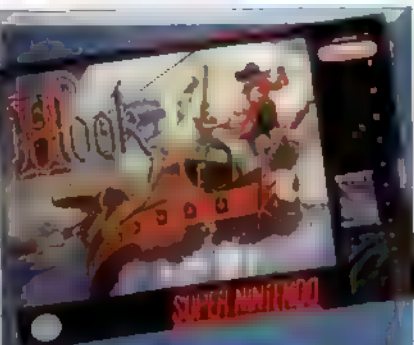
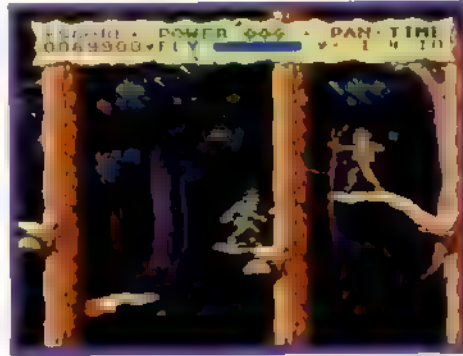
POWER METER RATINGS

B-2.9 P-2.8  
C-1.4 F-1.4

## HOOK

"I hate, I hate, I hate Peter Pan." Captain Hook and his crew take on the famous sword-swinging hero in this side-view action game which features colorful graphics, a cinematic soundtrack and intuitive play control. The game's look and feel is of the same genre as Hudson's Super Adventure Island. The game begins in the camp of the Lost Boys where Peter must convince his old friends that he is the same Peter Pan that left them many years ago. The adventure continues in locations throughout Never Land and con-

cludes on Hook's ship. Peter can run, jump and swing his sword at the beginning. As the game progresses, he learns to fly for short periods of time with Tinkerbell's help and fire blasts of energy from his sword. The depth of this game does not go beyond the presentation of 10 levels of action-packed play where the character avoids obstacles and clears away enemies. But, for what it is, Hook is an entertaining amusement that fans of the movie will enjoy.



**by Sony Imagesoft**

The grown-up Peter Pan sets off to save his children from the clutches of Captain Hook in this swashbuckling 10-stage side-view action game based on the Steven Spielberg movie.

1 PLAYER • NO SAVE  
8 MEGABITS • OCT 1992  
HERO ACTION

POWER METER RATINGS

B-2.8 P-3.3  
C-1.5 F-1.5

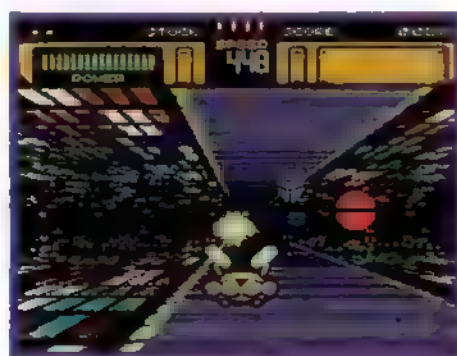




## HYPERZONE

A fast-paced hovercraft action game, Hyperzone can be compared to 3-D Runner for the NES. With a little examination, though, the similarity ends quickly. The entire game is in a 3-D perspective, with enemies rushing towards you. This gives you the feeling of a racing game, but the control of the hovercraft allows you to avoid objects up and down across the screen, as well as left and right. You can choose from six different hovercrafts when you begin playing. As you complete more of the game, you can power-up your

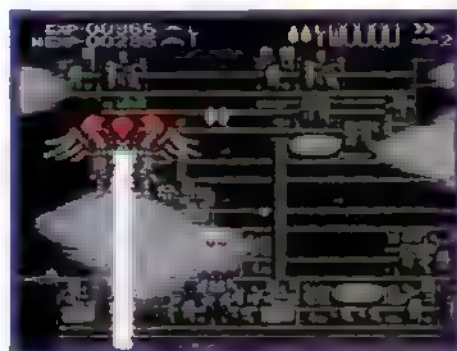
ship, making it easier to stay clear of enemies. Because this is one of the earlier games released for the Super NES, there is little depth to the game. Advanced players will most likely find the game easy to get the hang of, and finish it without much trouble. Beginning players will find the game challenging and fun. The graphics are well done, but seem plain when compared to new games. The control is excellent with very quick reaction time, but there's not much variety to your ship's actions.



## IMPERIUM

Imperium is a top view shoot-'em-up game where the action never stops. The Dynamic Armor is your only defense against the evil robotic society. At the beginning of the game it is a fairly weak weapon, but as the game progresses, it builds up power quickly. The Armor is equipped with four different weapons that you can use at any time. There are six long stages in which you must work your way to the stage boss. If you lose your Armor, you can continue as often as you like, but you start at the beginning

of the last stage you just completed. With three different difficulty levels, you can adjust the game to fit your playing skill. The graphics aren't bad for this kind of game, but they won't blow you away either. The play control is smooth and has a quick reaction to your commands, making it easy to play the game. There is very little drift in the character, so when you take your finger off the controller, you immediately stop. This takes practice, but makes it easy to avoid being hit.





## THE INCREDIBLE CRASH DUMMIES

Losing an arm or a leg would stop most video game heroes, but not the resilient Slick. This Incredible Crash Dummy is on a mission to save Dr. Zub from the clutches of Junkman, who needs the doctor to help him operate the T9000. There are four big worlds and a total of 16 stages, including several driving levels. As you guide Slick through the obstacle-packed areas, you'll find items which will help your character stay in one piece. If Slick loses a limb,

he can patch himself up with a screwdriver. Lightning bolts give him extra speed. Airbags can be used as a flotation device and wrenches are good for tossing at enemies. Since Slick loses a limb when he's hit, it's more difficult to maneuver him through the course if he's damaged. The graphics and play control are of comparable quality to those of B.O.B. and the Paranoid Android and the spring-loaded action is fast and funny.

Crash Dummy Slick bounds through a course of obstacles and evil dummies in search of the kidnapped Dr. Zub in this wacky side-view battle with the forces of Junkman.

1 PLAYER • NO SAVE  
8 MEGABITS • OCT 1993  
COMIC ACTION

### POWER METER RATINGS

C-1.7 F-3.1  
D-1.4 T-1.1



## INSPECTOR GADGET

Inspector Gadget is a multi-stage platform action game that brings the bumbling hero of the Saturday morning cartoon series to your Super NES. His search for Penny takes Inspector Gadget through all kinds of terrain, from haunted castles to icy mountains. All of the stages are full of tricky enemies as well as secret bonus areas. His only weapons against the vicious MAD agents are his spring-loaded fists and a hat full of tricks. The hat tricks range from super weapons to helpful vehicles, but each use takes a charge out of

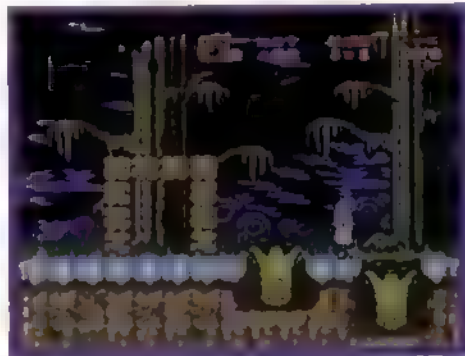
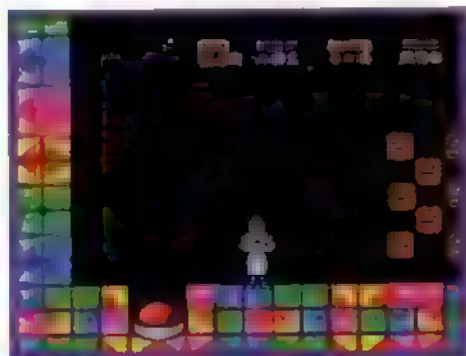
the hat. The graphics of the game are crisp and colorful. All the characters and villains look like they are from the cartoon, and the background contains a good use of layering. The animation is humorous and well-detailed. If you wait too long or waste a useful item, Gadget will look back at you in disgust. The play control is well done, but many of the moves are difficult and will take much practice to perfect. The game isn't overly difficult, making it a great game for most players.

Inspector Gadget's niece Penny has been captured by the evil Dr. Claw and his band of MAD guys. Using all the tricks of the trade, Inspector Gadget must save her before it is too late.

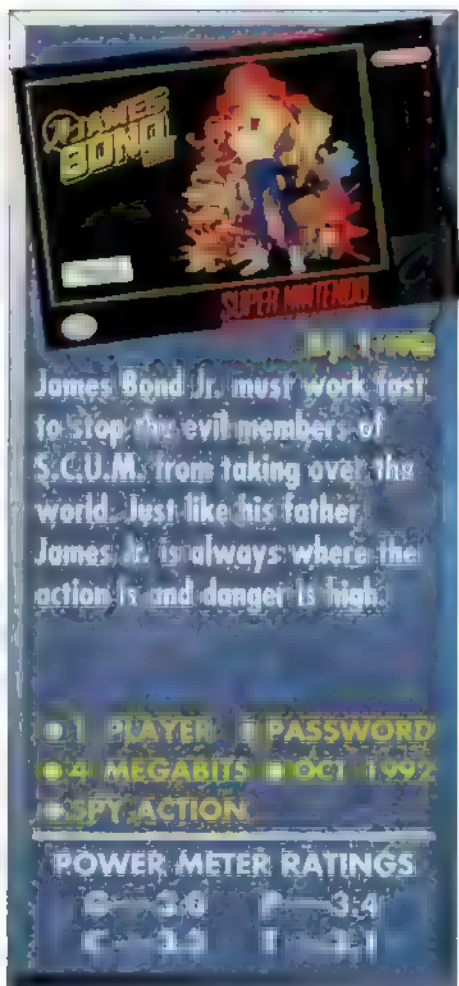
1 PLAYER • NO SAVE  
8 MEGABITS • DEC 1993  
CARTOON ACTION

### POWER METER RATINGS

C-2.9 F-3.1  
D-1.1 T-1.1



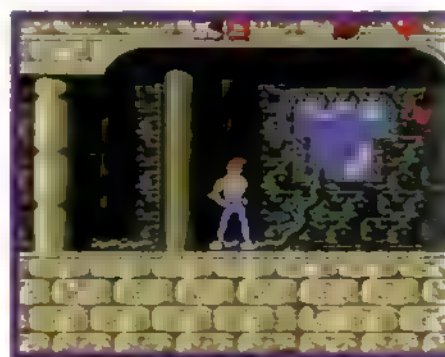
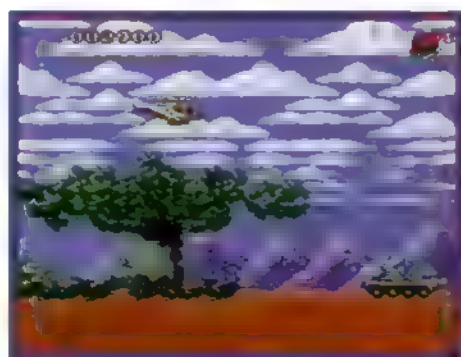




## JAMES BOND JR.

James Bond Jr. starts out like a typical platform action side-scroller, but changes direction early on in the game. There are a total of seven different combat scenes in the game. Some of the stages include a helicopter stage, similar to Choplifter on the NES, and a speedboat stage where you cruise at top speeds. The platform stages place James Bond Jr. on a mission to stop the evil S.C.U.M. crime organization. Along the way he can find several helpful weapons and items that make his quest to continue much easier. In order

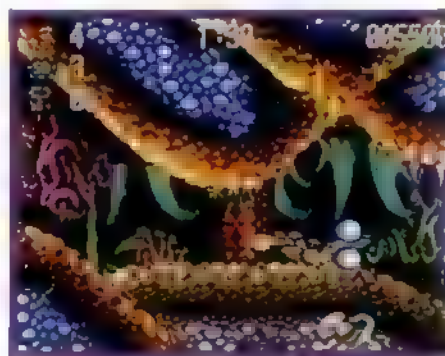
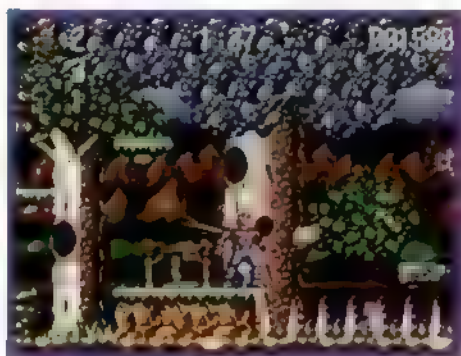
to finish the game, you must clear a seven stages and defeat the five different bosses. The play control of the game is fairly well-programmed, and the stages with the vehicles play better than the platform stages. The graphics are colorful and detailed, but the animation of the characters is lacking. James Bond Jr. looks stiff and unrealistic, especially when he jumps. Many of the actions and changes in the game happen without any explanation, often confusing the game player.



## JIM POWER: The Lost Dimension In 3-D

Jim Power: The Lost Dimension In 3-D features the first true 3-D special effects for the Super NES using the NUOPTIX (Switch PTO) system. Special 3-D viewing glasses are included with the Game Pak, but you can also play Jim Power without the glasses and you won't get any blur effect. In fact, the 3-D effects of the game look pretty sharp without the glasses. As for the game itself, Jim Power is a special agent sent to destroy an alien called the Vaprak and to prevent billions of hostile aliens from swarming Earth from a

lost fifth dimension. Expect a variety of play in the same mold as Contra III The Alien Wars. Jim Power fights and shoots through side-scrolling areas full of jumps, traps and enemies. He also flies a uni-jet in Gradius-like stages and a gyro-cycle. Much of the challenge comes from enemies that take an inordinant amount of hits as opposed to tricky maneuvers or puzzle-solving. There are seven action stages including the Guardian's Castle, Mutant's Forest and Time Tower.





## JOE AND MAC Caveman Ninjas

Joe, in a one-player game, and Joe & Mac, in a two-player game, have got to find all of the cavewomen missing from their village. They set off through Caveland in search of the neanderthal creeps who made off with them. What they'll find is some rather gigantic bosses to deal with at the end of each of the 12 stages. The stages aren't very long and they aren't extremely difficult, but on the Option screen you can adjust the overall difficulty level of the game to one of three settings: easy,

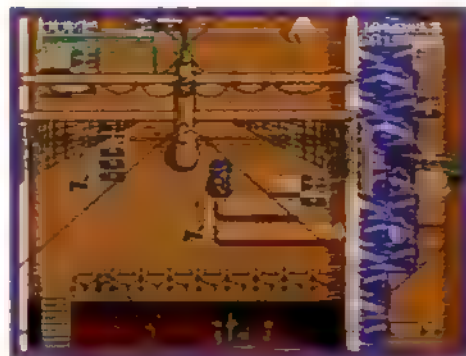
normal or hard. This game is likely to appeal to a younger player and that's a good thing because the difficulty level is not very high. The only real drawback that the game has is its play control. The characters are not highly responsive to your control and the hit detection is not as precise as it could be. Nonetheless, with its whimsical enemy characters, humorous graphics and sound, you should enjoy bashing some prehistoric heads with the cave-man ninja dudes, Joe & Mac.



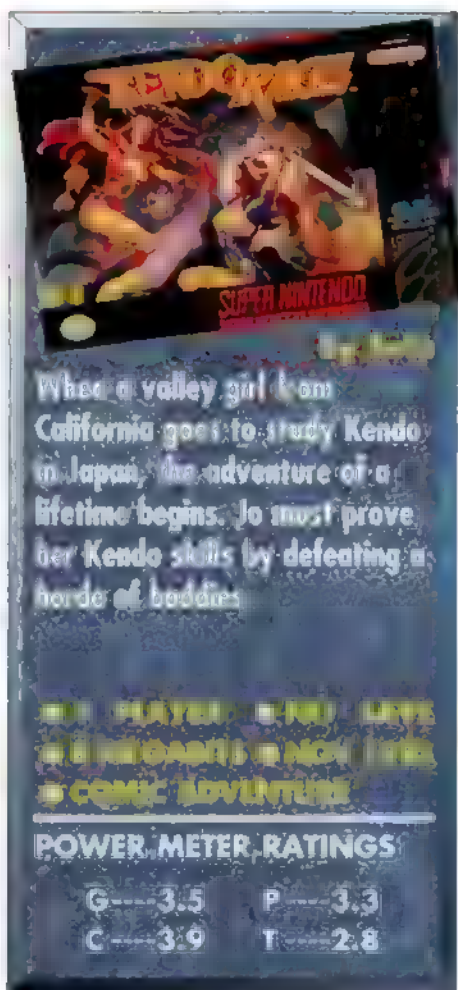
## THE JOURNEY HOME

Duke must journey homeward to Nogal, but with pirates and a giant octopus in the way, not to mention castles, caverns and other dangerous places, the trip gets off to a rocky start. This overhead view adventure has lots of hands-on action like Lagoon or The Legend of Zelda: A Link To The Past, but it has less true role-playing than Lagoon and less puzzle-solving than A Link To The Past. Instead, there is more fighting action. Duke's basic attacks are with a sword and grappling chain, but he can jump

and he also uses items. His movements are so quick that you have to be careful in your attacks. The grappling chain also pulls Duke over holes and chasms when there's no other way across. Although you have some limited freedom to explore your surroundings, the game is divided into levels or chapters and you earn a password after completing each of the six levels. The plot's twists and turns are revealed by numerous encounters and there are plenty of items to find and use as your journey progresses.



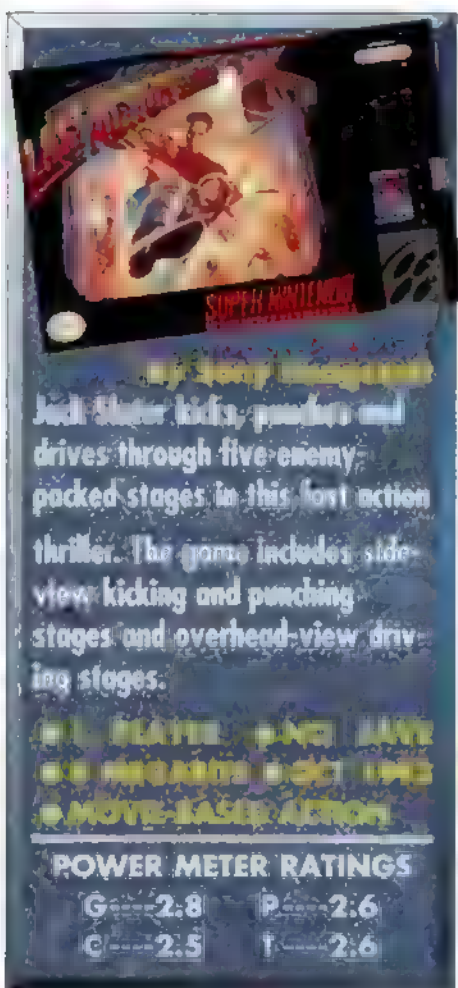




## KENDO RAGE

Kendo Rage places an American teenager, Jo, in a Japanese cartoon world with hazards everywhere. This side-scrolling game has big, colorful graphics and rather stiff animation. Jo uses her Kendo skills and magical Psy powers to defeat enemies by hitting them or shooting them with Psy energy. Each stage is timed and there are two power meters that refill over time to give Jo full attack strength. The action is fast and the control is fairly good. The Japanese style cartoon graphics are well-suited to the theme of the game but

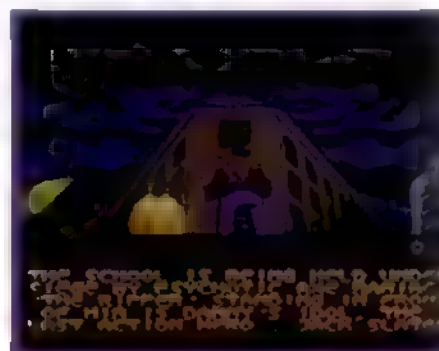
were clearly designed for a Japanese audience. The same is true of the music and sound effects. There are several rounds of action with a boss character at the end of each. The challenge level is not very high in spite of having your choice of three levels of difficulty. The valley speak used in cinema scenes can be humorous, especially since it appears in a such an obviously Japanese cartoon. Unfortunately, that humor is absent from the action areas of the game.



## LAST ACTION HERO

Last Action Hero follows the movie-within-a-movie theme of the recent Arnold Schwarzenegger film. You control Jack Slater as he fights to keep the bad guys away from the real world in five stages. In the three side-view fighting stages, Jack can jump, punch and kick. He has no special moves and uses no weapons. The fighting action is similar to that of Super Double Dragon. The enemies appear in groups of two or three and every enemy can take several hits before he is down. The hit detec-

tion is somewhat unrealistic. Your character must be a certain distance from each enemy in order to score a hit. If he's standing too close, the hit won't connect. The fighting stages scroll horizontally with very few types of enemies and very few surprises. Between the side-view stages, Jack drives through a pair of overhead car chase levels. The cars are small, but the action is fast and the play control is intuitive in these stages.





## THE LAWNMOWER MAN

The Lawnmower Man was developed by U.K.-based Storm, a new licensee in the United States that may be familiar to you from games like Pinball Dreams and Troddlers that appeared under other licensee names. The Lawnmower Man game, like the movie, mixes futuristic intercomputer travel with more traditional action. The 3-D "virtual" mode (although not really virtual reality by any stretch of the imagination) gives players the true feeling of the movie as you fly through weird, computer-generated landscapes. You can

play either as Dr. Angelo or Carla in six traditional stages and 20 virtual areas. Those virtual stages take place in the Cybersphere and look remarkably like the graphics in the movie, although with a little less flash. Your mission is to shut down the mad genius, Cyberjoke, who is trying to escape into the world-wide computer network. Initially appealing, the virtual areas don't offer much challenge. The side-scrolling areas suffer from tiny characters and poor hit detection.

Welcome to the near future where virtual reality has become true reality. Storm's first release in the U.S. combines traditional side-scrolling action and 3-D virtual simulation stages.

CLIPPING AND FIGHT  
COMBINATION  
ACTION

### POWER METER RATINGS

G---3.5	P---3.0
C---3.3	T---3.0



## LETHAL WEAPON

The side-view missions of this average platform game offer a fair amount of variety. You can choose to take on any one of four missions at the beginning of the game. Once those missions are completed, you will gain access to the fifth and final mission. Within the missions, the paths often branch out into several directions. It's up to you to explore the areas, choose the right paths and complete the missions before time runs out. The paths are packed with crazed crooks and Power-Up items such

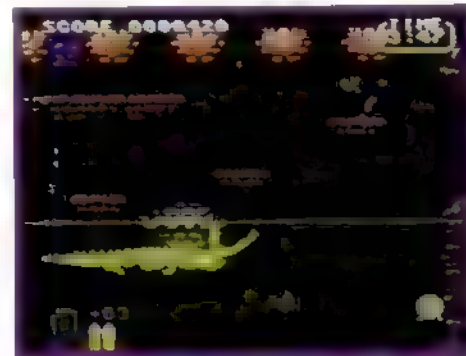
as extra ammo and bullet proof vests. In addition to running, jumping and firing weapons, Riggs and Murtaugh can kick, climb, swim and hang onto pipes. The graphics are reminiscent of the original Addams Family game, which was also published by Ocean, in that the main characters are drawn in a cartoon-like fashion and look only remotely like the actors in the films. Digitized stills and voice samples help set the scene at the beginning of each stage.

Riggs and Murtaugh are back in action in this single player run and fight game which features five missions that were inspired by scenes from the Lethal Weapon movies.

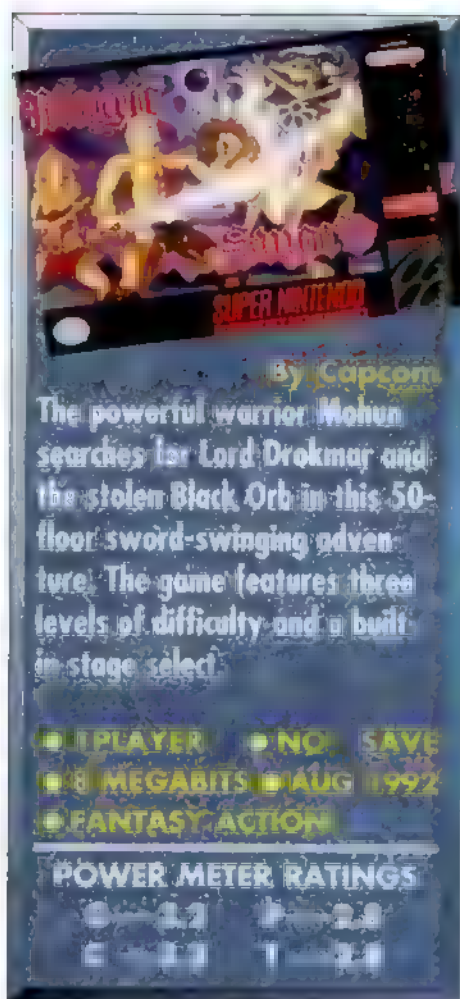
CLIPPING AND FIGHT  
COMBINATION  
ACTION

### POWER METER RATINGS

G---3.2	P---2.8
C---3.2	T---2.8



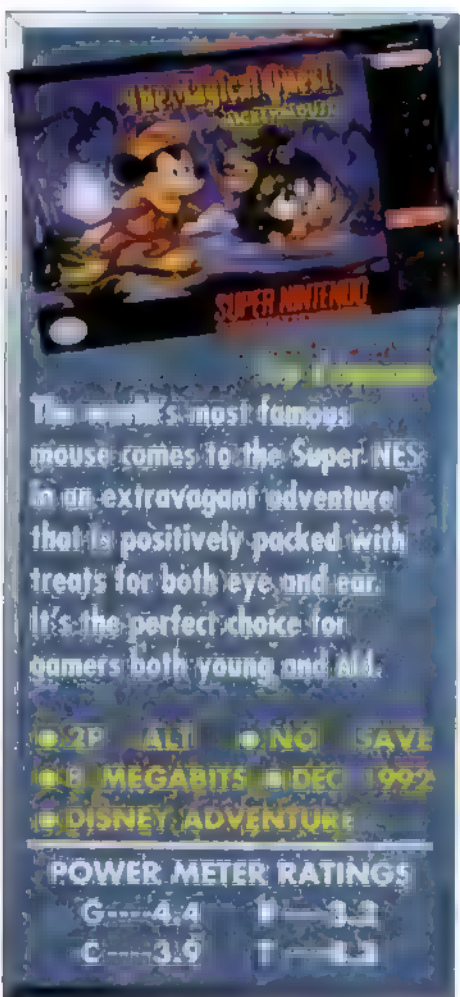
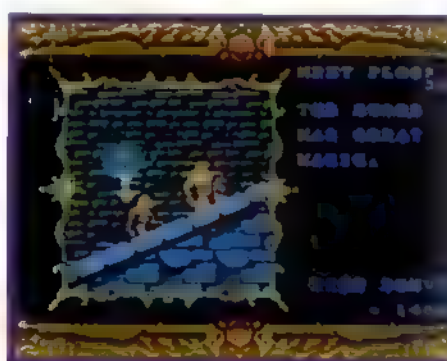




## MAGIC SWORD

Magic Sword challenges you to clear the 50 floors of a mysterious tower in search of an evil thief. As you open treasure chests and find keys, you can free prisoners who will help you fight the creatures of the tower. These eight assistants include an axe-tossing strongman, a ninja, a soldier, a female warrior and a sorcerer with a force-field. The characters in this fast-moving side-scroller are about the size of the characters in Contra III. They can run, jump and toss weapons. When you

save a prisoner, he or she will follow you and make the same moves that you make, adding to your firepower. When a new prisoner is saved, he or she takes the place of the other fighter that has been helping you. The enemies are creative and well drawn. They include a half lion/half dragon, a huge thug who swings a ball and chain and an army of mummies. The built-in stage selector allows you to start on eight selected floors, the highest being Floor 33.

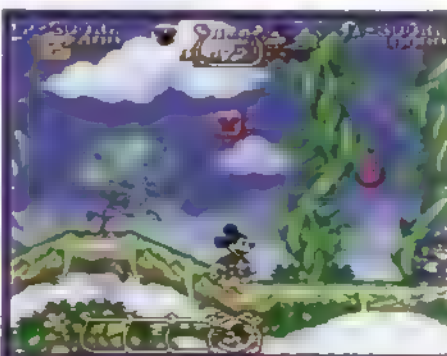
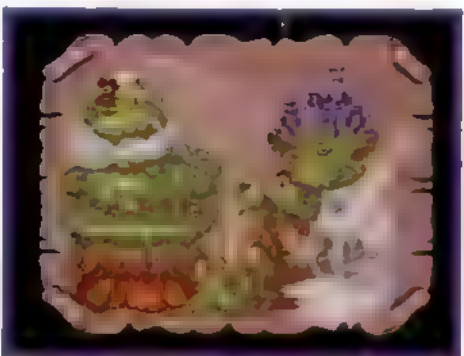


## THE MAGICAL QUEST

Starring Mickey Mouse

When Pluto is dog-napped by the evil Emperor Pete, Mickey sets out to rescue him, even though he's warned that Pete's magic is strong and wicked. The search for his best friend takes Mickey through seven stages of magical mayhem that are rendered in gorgeous 3-D graphics. The settings range from the Treetops to the Snowy Valley and beyond, to Pete's Castle. Along the way, Mickey picks up three different costumes that give him special abilities when he puts them on. When in cos-

tume, Mickey can climb mountains, douse fires and cast magic spells. Magical Quest has three difficulty levels—Easy, Normal and Hard—so it's great for Mickey fans of all ages. The stages are varied, the background music is great and the costumes add an extra fun and whimsical touch to a very playable game. Precise play controls help make the game fun instead of frustrating. The only downside is that it's not very long. A game this fun should be twice the length.





## METAL MARINES

Your colonial forces have come under attack from the North American Empire in this scenario-based strategic war game. Build up your forces and invade the enemy with awesome Metal Marine robots.

ON PLATFORM: NINTENDO  
ON MECHANISM: SUPER NINTENDO  
ON MEDIA: ACTION

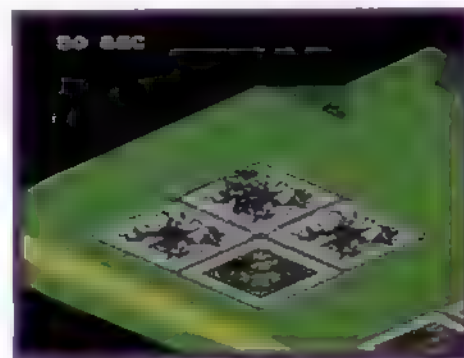
## POWER METER RATINGS

G---3.0 P---2.3  
C---3.5 T---3.8

## METAL MARINES

This strategic war game of the future features a unique Build Mode in which you create a wide range of offensive and defensive bases on your home territory. Over time, you'll build up funds from your territory that can be used on these installations, which range from missile bases to radar posts. The reason for all this construction is that you are trying to defeat the neighboring Empire in limited scenario engagements, but missiles and factories aren't enough to cripple the enemy. You'll also need huge, fighting robots called Metal

Marines that land on enemy territory and wipe out their bases. The overhead view gives you a good perspective on the theater of combat and allows you to develop strategies. Missile attacks and Metal Marine invasions are shown, and you have direct, but limited control over your Metal Marines once they land. Overall, the level of strategy required to win Metal Marines is less than you would find in a game like Super Conflict, but there is more action to entice many players.



The Sacred Talisman has been stolen. Without it, the keepers of the gate will not be able to hold the Evil One. Only a young spearmen named Imoto can get it back and save the world.

ON PLATFORM: NINTENDO  
ON MECHANISM: SUPER NINTENDO  
ON MEDIA: ACTION

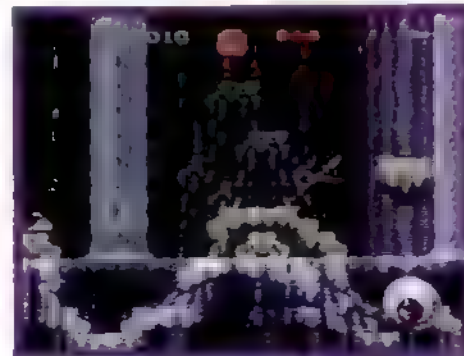
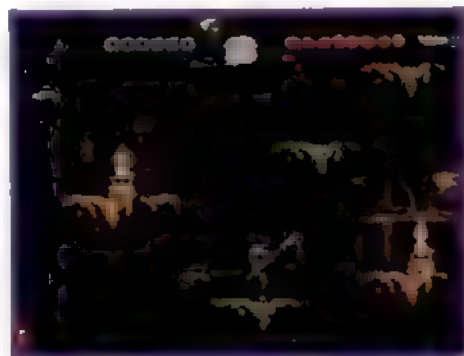
## POWER METER RATINGS

G---3.4 P---2.8  
C---3.2 T---3.1

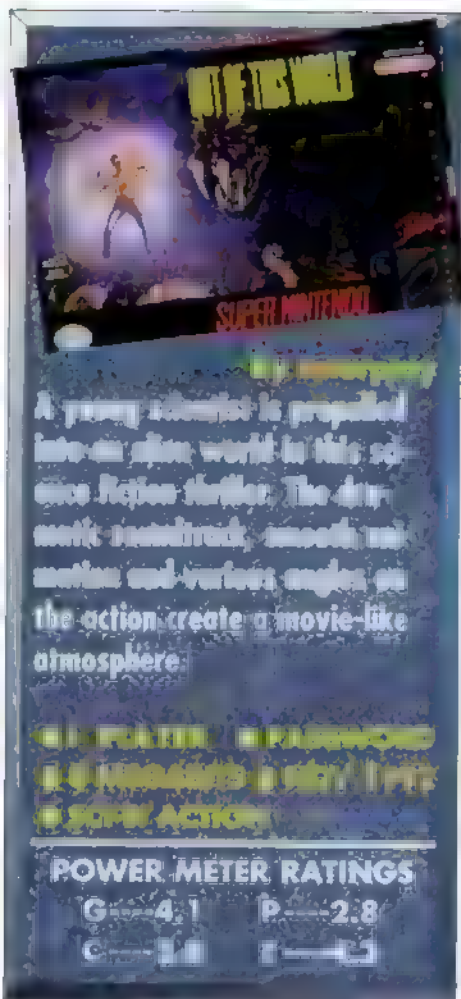
MUSYA  
The Classic Japanese Tale Of Horror

Musya offers a new theme in a side-scrolling action game, but little else about it is new or different. The story line of the game is set in a Japanese mythology atmosphere. A Sacred Talisman has been used to trap the Evil One for centuries. Now that it has been stolen, the Evil One is becoming more and more powerful. Imoto, a young pikeman, must enter the Abyss and recover the Talisman before the Evil One gains enough power to destroy the world. Imoto's search takes him

through 21 levels, in seven different stages. Each stage is fairly straight forward, requiring you to work your way to the end and defeat an enemy boss. Along the way, you can collect Power-Ups to assist you in your fight. The graphics are well-detailed, but appear dark most of the time. The characters are small and can be difficult to control. Imoto has several attacks to choose from, including magic, but it will take some experimenting to learn what each can do.



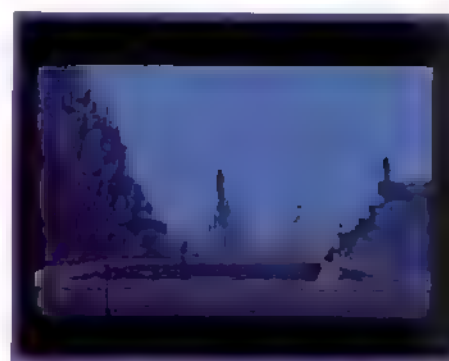




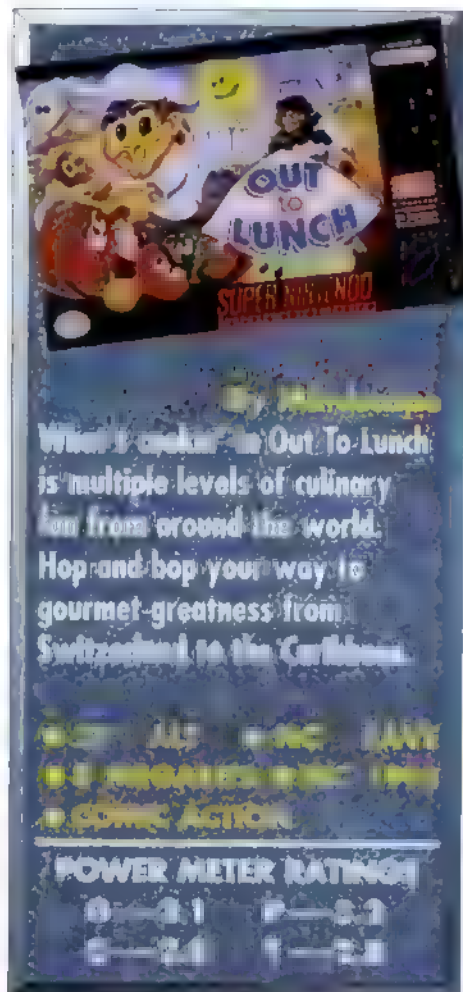
## OUT OF THIS WORLD

Out Of This World is a futuristic adventure that is as much fun to watch as it is to play. The action is presented with incredible animation and an abundance of close-ups and angle changes that are nothing short of cinematic. As you guide the hero through a dark alien world, all of the action that you control is presented with a user friendly side view. When a significant event occurs, like an encounter with a path-blocking beast or the discovery of a blaster that was dropped by a fallen creature, the

scene is shown for a moment with dramatic angle that centers on the important elements. The experience of playing the game is similar to playing the arcade classics Dragon's Lair and Space Ace, where the story moves along with the pace and predetermined outcome of a film. If you make the right moves at the right time, you will succeed. If you make a mistake, your character will be dramatically defeated and you will start again at the beginning of the scene.

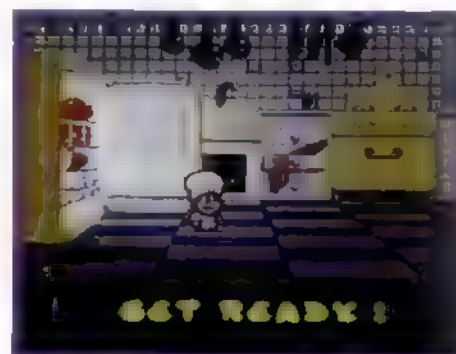


## OUT TO LUNCH



Mindscape's Out To Lunch puts you in the role of a whacky chef who must collect the ingredients for his lunch. Unfortunately, the ingredients are animated and don't want to be thrown into the pot. You'll begin your culinary adventure in Switzerland and move on to exotic locales like China and the jungle where you'll have to collect a wide assortment of reluctant food stuffs. There are many stages within each country, and the game gets progressively more difficult. Each stage is

timed and, as you'll soon learn, the food can bite back if you're not careful. The action takes place on vertically scrolling stages, so jumping agility is important. The challenge lies in mastering control of the chef's movement and memorizing the locations of the food. The lively music on later stages of the game adds quite a bit to the excitement of play. The theme may be best suited to children or players with an appetite for a lighter game experience.

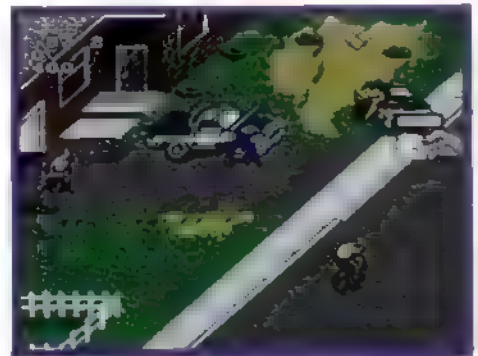
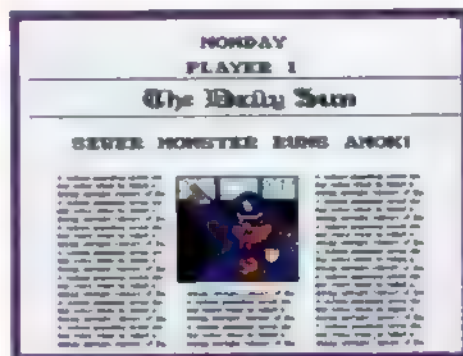




## PAPERBOY 2

Paperboy 2 is a three-week foray into the world of newspaper delivery. The name of the game is keeping your subscribers satisfied, so you have to throw the papers into their mailboxes or risk having them cancel their subscriptions. If you fail to deliver or if you break a window, you'll lose a customer. Begin with ten subscribers and try to keep them all. You must keep at least one to continue to the next day. At the end of the week, if you're still in business, you'll earn a password that takes you to

a new route for the next week. All kinds of obstacles, including roving cars, wild tires and sewer monsters, make getting through with news an iffy proposition. Fans of the arcade classic will be glad to have a version they can play at home that looks as good as the original, and it has a fun theme that offers an alternative to your average shoot-'em-up. If you like lots of variety or a wide range of action, though, it may lack the depth you're looking for.



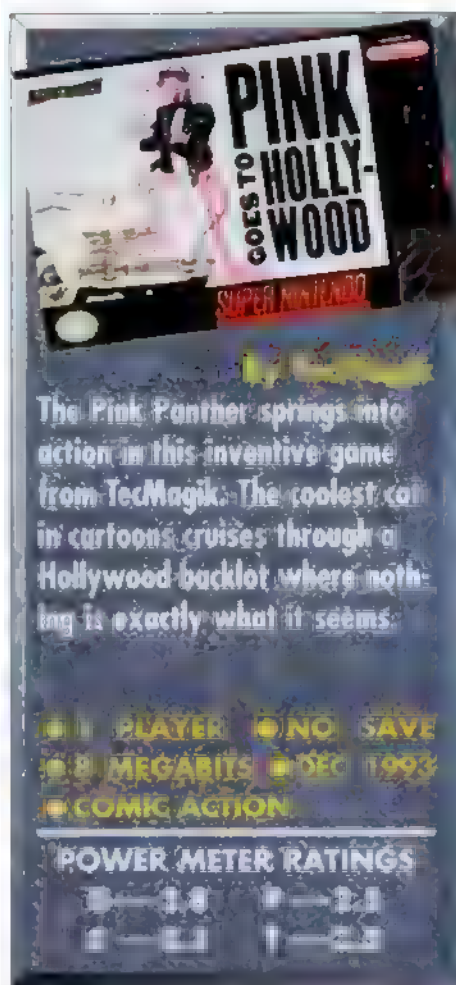
## PHALANX

Phalanx is one of the more difficult space shooting games created in the tradition of the arcade classic, R-Type. It features eight stages of side-scrolling action that you can play at one of four difficulty levels. There are eight special Power-Ups to pick up and several hidden Bonus Rooms to find. You explore the vast astral regions as ace pilot Wink Baufield as he takes the controls of an A-114 prototype starfighter, code name Phalanx. Take on the hostile alien forces that are threatening the human

colony in the Delia Star System. Others sent before you have failed—you are the last hope for the Delia colony. Although it didn't rate as high as either Axelay or Space Megaforce, two space shooters with stronger graphic appeal released at about the same time, it has solid play control and a fast pace. The special weapons are impressive and fun to use, too. Overall, it's a challenging play that should appeal to the many avid fans of the space shooter genre.



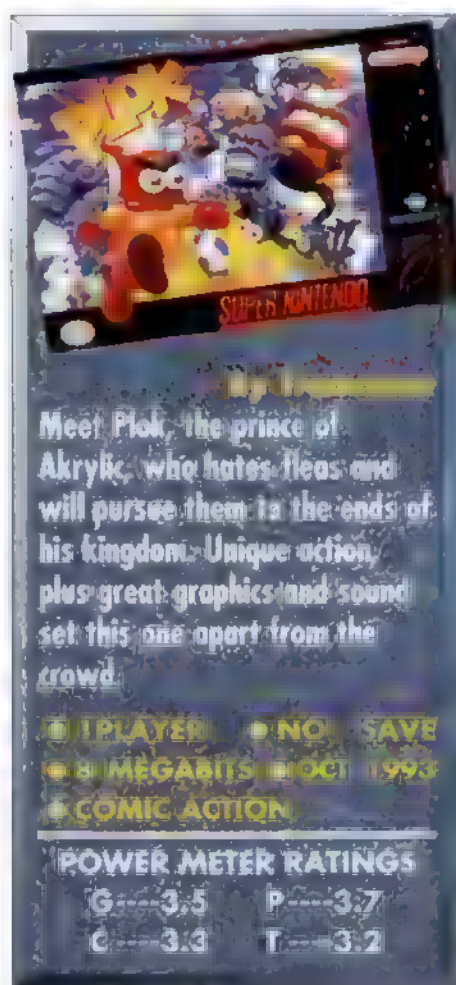




## PINK GOES TO HOLLYWOOD

The Pink Panther makes his way through movie sets, picking up Tricks and exploring branching levels in this action game from TecMagik. The Tricks, like an instant bridge for crossing wide gaps or a hole in which enemies can vanish, can be used only once, but using them can be awkward. Pink can run, jump, climb, go through doors and spray enemies with a pink sprayer. Hit detection is poor, requiring you to anticipate enemy attacks. The sets include an Old West world, a city scene, a haunted castle, Sherwood

Forest, a prehistoric world and much more. Excellent music and graphics capture the feeling of cartoons as there's a time limit on each set. The most intriguing part of this game may be that you must explore everywhere to find all sorts of hidden levels with levels. For instance, in a kitchen area you can go into a refrigerator that seems like part of the background. At once inside the fridge, you can go inside a turkey on the bottom shelf where you'll find yet another stage.



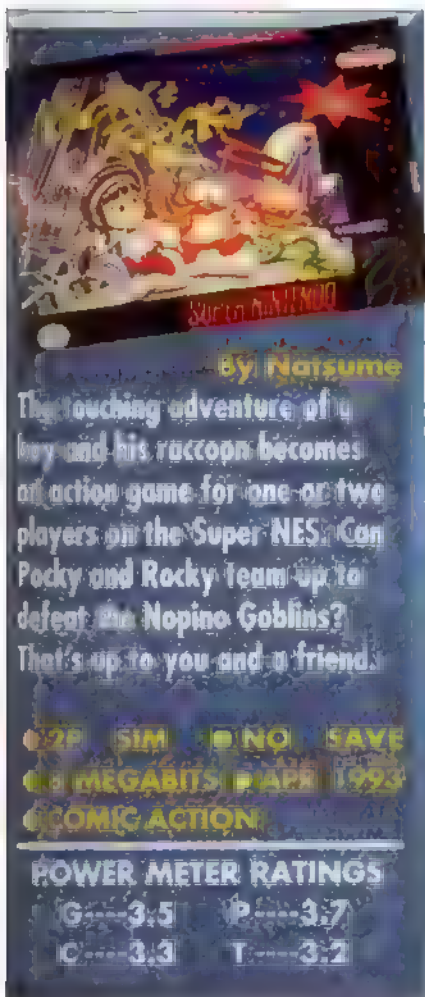
## PLOK

No one is quite sure just what a Plok is, but the odd character is very effective in his method of attack, which is to hurl his limbs at his enemies. First you throw your arms, then your legs (at which time you'll fall to the ground.). Plok's other attributes include terrific jumping abilities and a super spinning jump. In certain areas of the game, you'll be able to use vehicles like a spaceship. Other areas are representative of some aspect of the story, such as a black and white stage in which you

play as Plok's grandfather. Play controls throughout the game is excellent, and so is the music. The development team at Software Creations has a reputation for excellence in creating music and sound effects for the Super NES. With Plok, that reputation will extend to graphics and play control, as well. Plok is fairly linear and there aren't as many hidden items and areas as in Super Mario World, but the challenge is fairly high. Two levels of difficulty make it accessible to all.



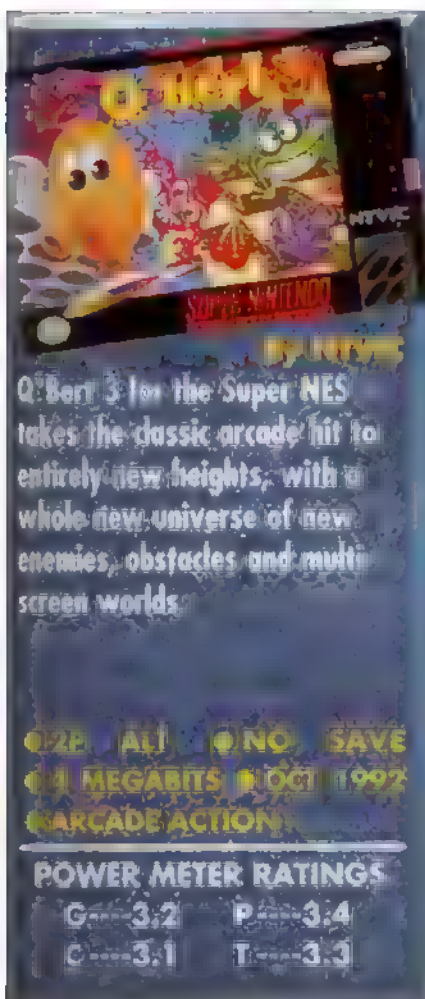
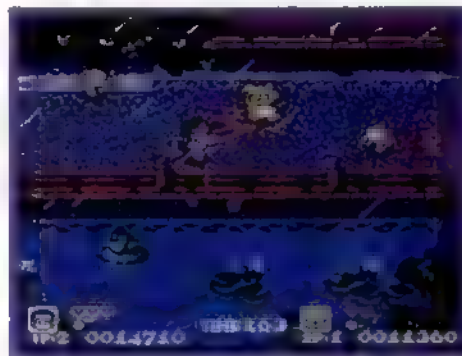




## POCKY & ROCKY

Natsume's action game, Pocky & Rocky, features large characters and rich graphics that will remind many players of The Legend of the Mystical Ninja by Konami. The overhead view is also reminiscent of that title, but the play has a stronger emphasis on battling a wide range of enemies. The player can choose to be either Pocky (a boy) or Rocky (a raccoon), or two players can play cooperatively with the two characters. The game follows along a linear format with six levels and six

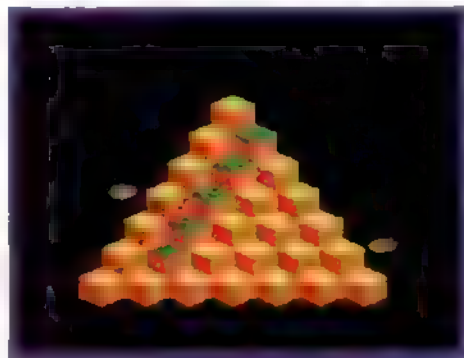
bosses for players to defeat. Along the way you'll find a wide range of items that help your fighting effort plus Power-Ups to give you new strength. The coolest move in the game has got to be Rocky's tail attack, but Pocky's card-throwing attack uses rapid-fire without the need to switch on a Turbo controller option. With three levels of difficulty, most players will find some degree of challenge in this continuous action game. The interaction during the two-player game is a real extra bonus.



## Q\*BERT 3

Many players are familiar with the Q\*Bert character from the arcades. The object of the game is to change all the floor tiles to the proper color before the enemies catch you. As the game progresses, the enemies move faster and the tiles need to be hit more times before they change. Q\*Bert 3 for the Super NES gives fans new levels to complete, with a new cast of enemies and items to collect. There are 20 different stages, each with four levels. After you complete the game, there are an additional 20 bonus

levels to give players a challenge. Finishing the game can be tricky, but you have unlimited Continues to help you out. The background graphics are well detailed and wild to watch, but players can turn them off if they wish. The character animation is simple, but effective, for the type of game it is. Controlling Q\*Bert can be tricky, but you can adjust the controller to your liking in the Option Mode. Overall, the game is simple to learn and becomes very addictive for puzzle fans.



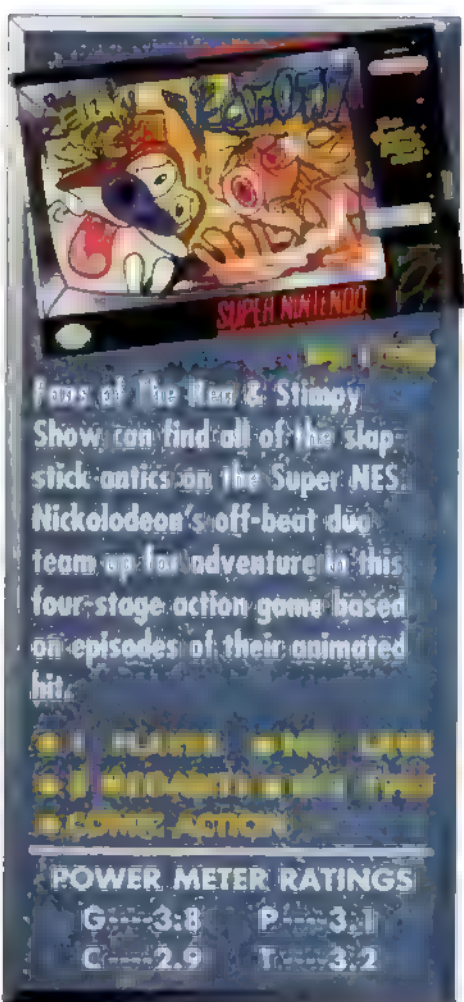




## RAIDEN TRAD

While Raiden Trad doesn't offer the same incredible non-stop action of Space Megaforce or the added dimension of D-Force, it does allow for simultaneous two-player participation in overhead view shoot-'em-up levels. That is the one advantage that this game has over other games of the same type. As you and your partner fly over the desert, Suez Canal and other locations on your way to a final confrontation in space, you'll pick up various items which make your ships more

powerful. At their most powered-up states, the ships are almost unbeatable. There are five levels of difficulty and Configuration Mode that allows you to start with as many as five ships and five bombs. The ships are a standard size for space shooters and the graphics are clear, but unspectacular. In many ways this game works as an overhead view equivalent of the side-scrolling shoot-'em-up Darius Twin, though Raiden Trad does not feature the same creative variety of enemies and locations.



## THE REN & STIMPY SHOW: VEEDIOTS!

Ren & Stimpy come to the Super NES in four fun episodes, each with several different scenes. As the curtain opens, Ren and his pal, Stimpy, come up with a money-making scheme: Ren will play a house mouse and Stimpy will earn some dough by hiring on to rid the house of its mouse. Stage 1 begins inside the house but concludes with Ren inside Stimpy's mouth, battling the various varmints that live between his teeth. Other episodes include "In the Army," "Stimpy's Invention" and

"Marooned," which has Stimpy fighting his way through an Alien's digestive tract. Ren stars in the first two episodes, Stimpy in the second. The graphics really do look just like the T.V. show, so fans won't be disappointed by the look of the game. The voices and music also capture the feel of the game. There are some fun weapons but the play itself is standard fare and, as the Power Meter Rating indicates, its level of challenge makes it suitable for younger players.

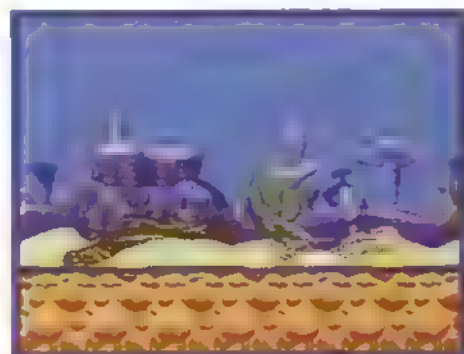




## ROAD RUNNER'S DEATH VALLEY RALLY

The Road Runner must dodge Wile E. Coyote and his cunning contraptions through 20 levels. Five mega-bosses wait for Road Runner, including a giant robot Wile E. Coyote. The fun goes beyond that, though, with visual pratfalls throughout the game. Many sequences are indistinguishable from the actual cartoon in both the graphics and sound. Road Runner can run as fast as a rocket, jump like a kangaroo, peck bird seed to fill up on lost energy, and pick up extra points and Power-Ups. Each stage is

expansive, with many ledges and areas hidden in the sky or tucked into hard-to-reach areas. Road signs along your route point out the correct direction and upcoming pitfalls lying in the way. Expect Wile E. Coyote to be hiding around every corner with some ridiculous ACME device in hand. Due to a momentum element in the play control, Road Runner doesn't stop on a dime, which causes some problems. As a result, the challenge factor is particularly high and the game can be frustrating.



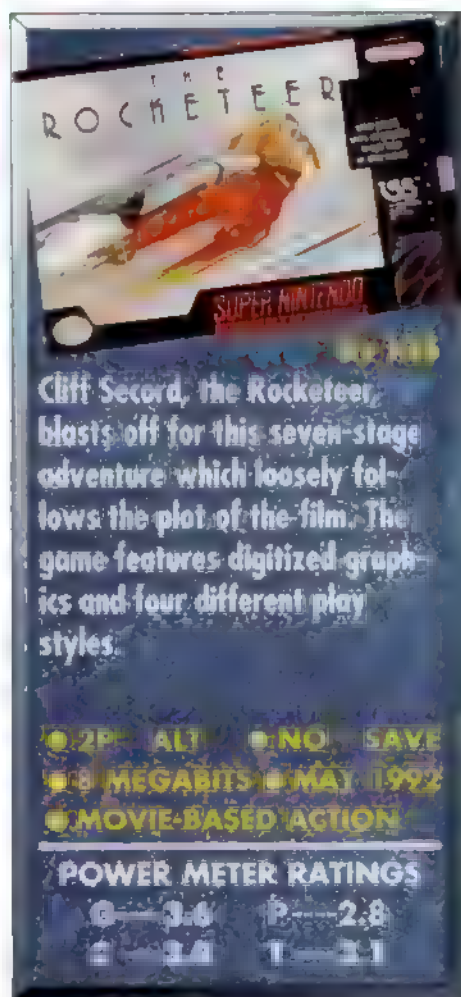
## ROBOCOP 3

The evil OCP is clearing the streets of Old Detroit in order to make room for the construction of Delta City in this action game which follows the story of the third RoboCop film. Three of the game's five stages are reminiscent of the other RoboCop games that have been released for the NES and Game Boy. RoboCop walks through the city streets with his typical stiff movement in a side-scrolling view and lets loose a barrage of bullets on the baddies. The other two stages make use of RoboCop's newest

attachment: a rocketpack. These stages are shown with an overhead view as our hero flies above the city and unleashes an even more powerful attack. The graphics are clear and realistic and the music is very appropriate for the dramatic, movie theme. While RoboCop's animation is not very fluid, fluid motion is not required for a character who is very rigid by nature. This restricted movement makes for a big challenge when the projectiles are flying in from all angles.



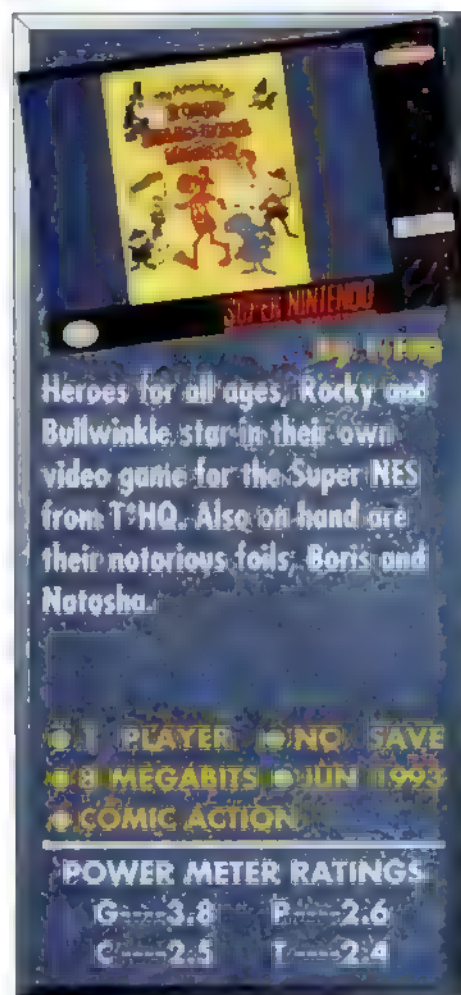




## THE ROCKETEER

A reluctant hero takes on the guise of the Rocketeer and takes off to save his girlfriend in this collection of different play styles. The first stage is a side-view airplane race around a three-corner track. Your control is limited to adjusting the throttle and turning to the left at the right times. If you turn too wide or hit a pole, your opponents will gain on you. The next play style is a from-behind-the-character shooting scene in the hangar. Your task is to fire on the bad guys who are attempting to

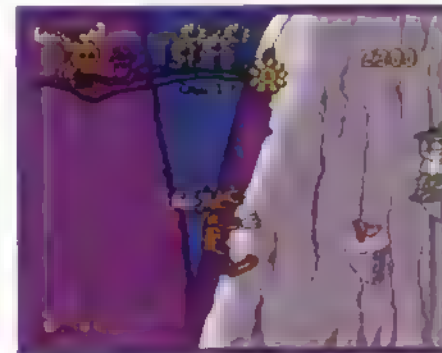
steal Cliff's rocketpack while keeping Cliff out of the line of fire at the same time. In another stage, Cliff flies through Los Angeles skies and avoids airborne enemies in familiar side-scrolling fashion. The game ends with a hand-to-hand battle on top of a zeppelin. The game makes use of a great deal of digitized graphics and comic book-style story panels, but the play control is, if not very limiting, then very limiting.



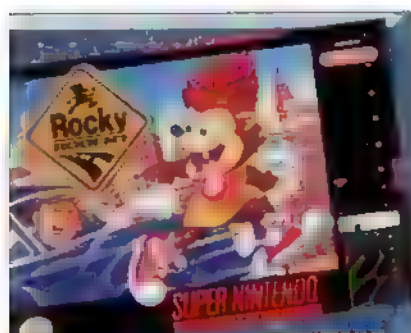
## ROCKY & BULLWINKLE AND FRIENDS

While attending the grand opening of the Rocky and Bullwinkle Museum in downtown Frostbite Falls, the pair is hoodwinked by Boris and Natasha, who make off with museum treasures. As Bullwinkle points out at the end of the opening cinema scene, this is the same way that their Game Boy adventure opens, but it's by far a different game. The action in this one begins with Bullwinkle scaling the Grimalaya Mountains in pursuit of Boris and Natasha. He must avoid rolling boulders as well as attacks by bombing birds

and mountain goats. Other favorite characters from the original T.V. show, Dudley Do-Right and Sherman Peabody, show up in two bonus game levels. The graphics look promising in that they faithfully reproduce the look and feel of the cartoon show. Unfortunately, the awkward actions that the characters can perform and the game's lack of depth result in a game that doesn't come close to capturing the fun and witty spirit of the show. Die-hard fans will be expecting more from Rocky and Bullwinkle than the game delivers.







Rocky is a miscellaneous rodent with a really bad "do" who makes a habit of dining and dashing. His spiked hair is big, and as it's his only weapon, he makes interesting use of it.

• 1 PLAYER • NO SAVE  
• 8 MEGABITS • SEP 1993  
• COMIC ACTION

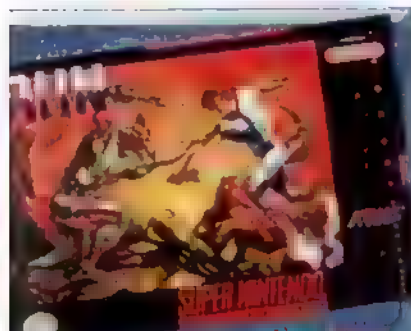
#### POWER METER RATINGS

G—3.8 P—3.3  
C—3.6 T—3.6

## ROCKY RODENT

Rocky is a bottomless pit. When he cuts a deal with a local restaurant owner for a lifetime of free lunches in exchange for rescuing the man's daughter, he doesn't worry that he might be biting off more than he can chew. It turns out that the daughter's being held by Mafia heavy, Don Garcia, so Rocky has his work cut out for him. The miscellaneous rodent has a really bad "do," and it's his only weapon. He sprays his hair into a spike that Elvis would envy and uses it to cut

down enemies and flip up to higher levels. Rocky will have to jockey for position among several other new characters introduced by Irem this year and, while the hair and hair spray are fun touches, his game doesn't have the depth or variety of play that Bubsy and Aero the Acro-Bat do. The graphics are quite good and there are fun touches, such as the water spigots that spout Rocky to high spots. Still, the game probably won't challenge experienced players.



The Run Saber project was created to do good, but now the prototype Run Saber, Kurtz, has been taken over by what he set out to destroy. He's on a rampage! Now Run Saber cyborgs must stop him.

• 2P SIM • NO SAVE  
• 8 MEGABITS • OCT 1993  
• HERO ACTION

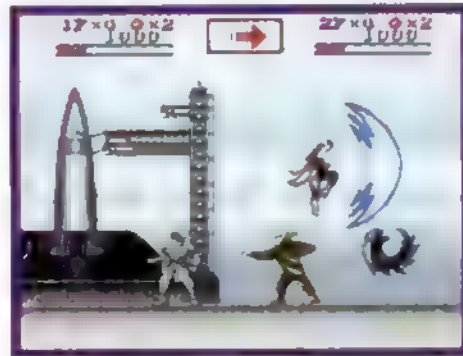
#### POWER METER RATINGS

G—3.4 P—3.9  
C—3.3 T—3.4

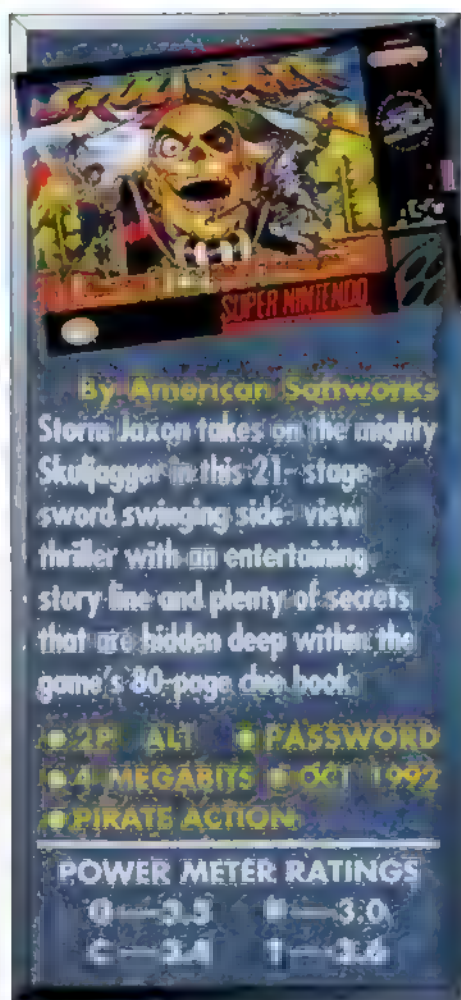
## RUN SABER

Great play control is one of the highlights of this levels-and-bosses platform action game. Activating the two-player mode sends the two newest cyborg Run Sabers, Allen and Sheena, out to various locations on Earth in an effort to stop a runaway Run Saber, Kurtz. They will find Kurtz, but they'll also find numerous other creatures who have been taken over by the same parasite that now resides in Kurtz. Run Saber, the game, is inventive in the fact that it uses scaling and Mode 7 graph-

ics to animate many of the creepy boss characters. Of particular note is the Level 1 boss. You'll take off on a fighter jet that continuously loops through the air. The boss emerges from the sheet metal and attacks while in flight! The layout of the maps is refreshing, too. However, those points aside, definite drawbacks to the game are that it is not very long and the repeat play value is not very high. That's too bad, because for what there is in the game, it's enjoyable.



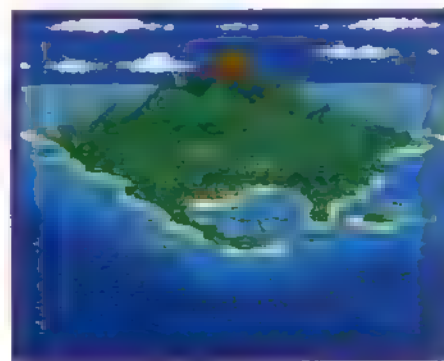




## SKULJAGGER

The swashbuckling rebel Storm Jaxon has stolen Captain Skuljagger's magical sword. Now this young adventurer is on the run. Skuljagger is 21 side-scrolling stages of running, jumping and sword swinging that include a lot of hidden areas and secrets that can only be discovered if you read the story which is part of the game's 80-page clue book. This element sets Skuljagger apart from the dozens of other side-scrolling, character-based games that have been released for the

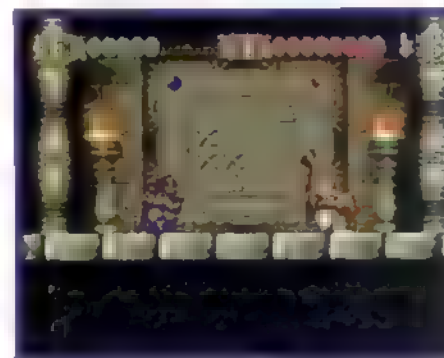
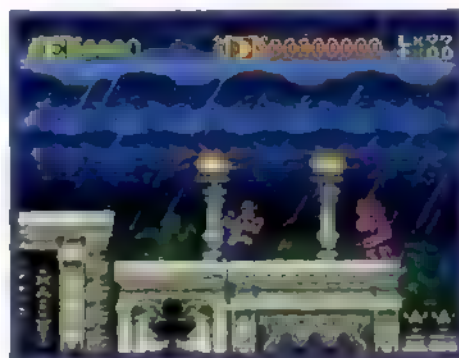
Super NES. Another unique element Storm's Bubblegum Power-Ups. If he chews Orange Gum, he is able to sp out orange bombs. If he chews Chen Gum, he can float in the air with a bubble. A bubblegum practice mode that available as an option at the beginning of the game lets you practice the techniques and others. If there is a frustrating aspect of the game play, it's the fact that Storm must often jump to off screen destinations. That leads to a lot of falling into bottomless pits.



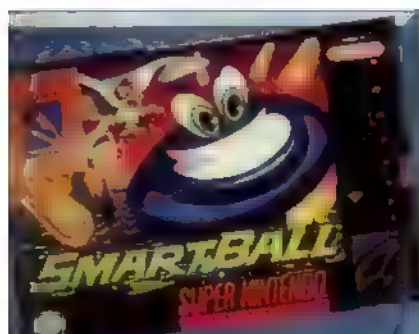
## SKYBLAZER

Skyblazer features good play control in a relatively easy action game. There's a great deal of variety in the action, including the ability to run, jump, fly, climb and swim in different stages. The story concerns an ancient power called Ashura, which was once defeated but has now been restored. Ashura has empowered boss characters in eight areas of the three continents and it is the job of a young hero named Sky to end this threat by rescuing a sorceress, Arianna, and destroying an evil lord

named Raglan. Helping you out will be eight special powers, some of which are particularly useful, like Heal and Time Stop. You can earn extra lives by collecting crystals along the way. One unique element is that you must fly between continents several times in the game. The graphics are fairly standard but the play control compares to Ninja Gaiden (NES) with its variety and precision. Unfortunately, the game offers very little challenge and expert players will finish it in a short time.







By Sony Imagesoft

Smart Ball, from Sony Imagesoft, is an unusual mix of strategy and action with an unlikely hero: a Ball named Jerry who has been boxed by a wicked wizard. The picture's bleak, but he keeps on rolling.

● 1 PLAYER ● PASSWORD  
● 8 MEGABITS ● MAR 1992  
● COMIC ACTION

#### POWER METER RATINGS

G---3.4 P---3.0  
C---3.0 T---3.4

## SMART BALL

Jerry, formerly a human, has been turned into a ball—albeit a Smart one—by a wizard, who also kidnapped his friends. Your goal is to reach the wizard's castle and rescue your friends before they become victims of some other sinister spell. Jerry can slither up walls, jump over enemies and up to ledges, and stretch his shape into an elongated blob. He can also power-up and bounce to high spots. If successful in his quest, Jerry will not only save his friends, he'll also regain his human

form. The game includes 16 stages in all, each with a beast of a boss for Jerry to beat. The story line may seem a stretch, but it's really not important to the game. And although it's not a fast-paced game, the strategy involved in using Jerry's skills to avoid enemies and overcome obstacles makes this an interesting multi-level challenge suitable for younger players or older players who are more interested in solving problems than handling fast action.



A new super hero is hitting the streets to fight crime. Join Sonic Blastman as he knocks around the bad guys with his super-powered boxing gloves.

● 1 PLAYER ● NO SAVE  
● 8 MEGABITS ● FEB 1993  
● COMIC FIGHTING

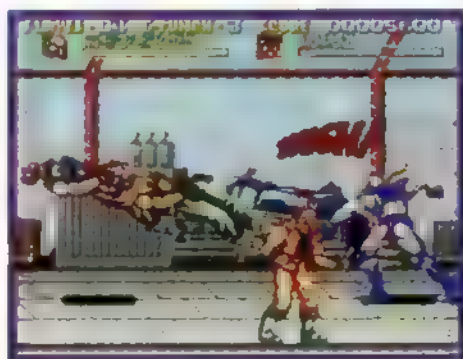
#### POWER METER RATINGS

G---3.7 P---3.6  
C---4.1 T---3.7


## SONIC BLASTMAN

The stages of Sonic Blastman turn like the pages of a comic book. Each boss tries to do harm to our hero, but finds himself flattened by Sonic Blastman's super-powered boxing gloves. You must fight your way through five different stages, all the way to the space station to defeat the Foes of Justice. In between each stage you can test your skills on the bonus "Hit Stages," where you pound targets as hard as you can to gain fame and save the innocent. The graphics are colorful and detailed, with

large characters and humorous animation. The play control is easy to understand and reacts well to the players commands. All of the special moves are easy to use and take few button combinations to make it work. The simple play control and the easy mode of this game make it great fun for younger players, but there are harder modes of play to really up the challenge. The music isn't anything special, but the voices add to the comic book appeal.







**SPACE MEGAFORCE**  
SUPER ADVANCE

Earth is under attack by a fleet of alien ships in this overhead view space shooter. Your mission is to pilot the ED-057 attack ship to the heart of the fleet and destroy the leader.

● 2P ALT ● PASSWORD  
● 8 MEGABITS ● OCT 1992  
● SCI-FI ACTION

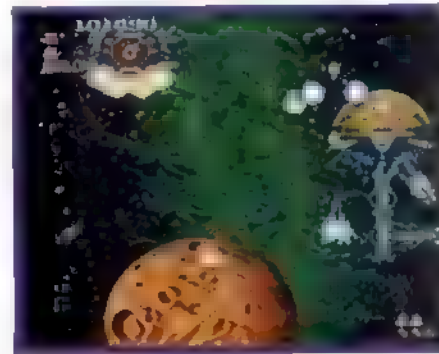
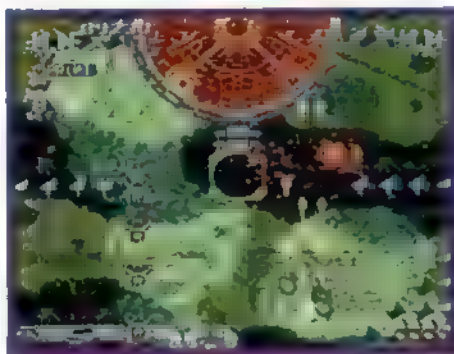

**POWER METER RATINGS**

G	3.5	P	3.0
C	3.4	T	3.6

## SPACE MEGAFORCE

Straight-ahead alien-blasting action is the gist of this game. You'll fly through 12 enemy-packed stages on your way to meeting the leader of the fleet. The attacking ships are often as wide as the entire screen and you'll have to target the weak points in the ships in order to clear a path. As you destroy enemies, you'll earn one of eight special weapons, such as multi-directional shots, lasers and homing missiles. Rapid-fire shots and alien ships constantly fill the screen in a non-stop blur

of action with no signs of the slow down that occurs in some games. There are five difficulty settings and 19 game lengths: the standard game at the short game. The graphics are very well rendered and the sound effects are appropriate for the style of game. The sounds include digitized voice samples which announce the names of special weapons. These features put Space Megaforce in a class with Gradius I and other top notch space shooters.

**Spanky's Quest**  
SUPER ADVANCE

By Natsume

Spanky, a cute primate, lives in the land of Mopoland. The evil Queen Morticia has surrounded you with five towers that you must fight your way through to escape.

● 1 PLAYER ● PASSWORD  
● 4 MEGABITS ● JUL 1992  
● COMIC ACTION

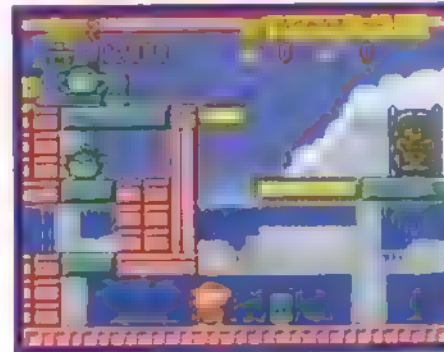
**POWER METER RATINGS**

G	3.3	P	3.1
C	2.9	T	2.8

## SPANKY'S QUEST

Trying to escape from the evil queen's trap can be quite a challenge for any monkey. To make things even more difficult, Spanky's only weapon is his magic bubble. The bigger his bubble gets, the more powerful the item that flies out of it becomes. Each tower has ten floors full of traps and enemies. If Spanky can make it past all this, he must face the evil Queen Morticia herself. The colorful graphics and large characters of this game are directed at the younger audience of game players.

Spanky is well animated, and the enemies are cute. The simple play controls and limited challenge make this game perfect for kids. With only six levels to complete and a password feature that will take you to any of the stages, most young players will be able to finish the game without getting too frustrated. The sound and music are entertaining and add to the feel of the game. Advanced game players will find the game way too easy to be worth playing.







The Amazing Spider-Man and the Ultimate X-Men team up to put away the evil Arcade in this 13-stage side-scroller with cool comic book style graphics and a hard rocking soundtrack.

● 1 PLAYER ● NO SAVE  
● 8 MEGABITS ● NOV 1992  
● SUPERHERO ADVENTURE

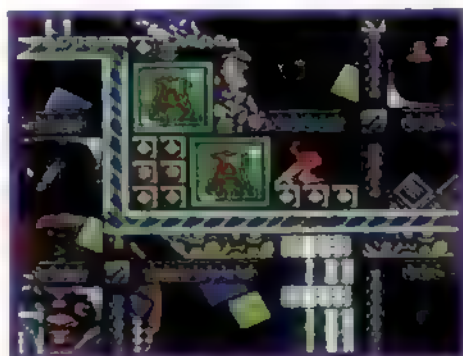
#### POWER METER RATINGS

G---3.8 P---3.2  
C---3.4 T---3.8

## SPIDER-MAN AND THE X-MEN Arcade's Revenge

Wolverine, Cyclops, Storm and Gambit have been captured by Arcade as this challenger opens. Your mission is to first, guide Spider-Man to Arcade's hideout, then take Spider-Man and the four X-Men through two stages each, individually, within the walls of the complex. After you help Spidey disarm the bombs that Arcade has left behind and clear the first stage, you can choose to control the characters in any order. Spider-Man continues his journey in an enemy-packed construction site.

Wolverine bares his Adamantium blades in an evil fun house. Cyclops negotiates the tunnels of a mutant-filled cave. Storm makes her way through a massive tank of water and Gambit runs from a huge spiked ball in a wild maze. Since there are five characters that you can control, each with his or her own special powers, the game offers a lot of variety. The animation frames seem to be spread out through the five characters, as well, making their movement seem stiff at times.



Fast action and 3-D polygon architecture combine in Star Fox for a new breed of interstellar action game. Fox McCloud and the Star Fox Team must combat the dastardly Emperor Andross.

● 1 PLAYER ● NO SAVE  
● 8 MEGABITS ● MAR 1993  
● 3-D SPACE SHOOTER

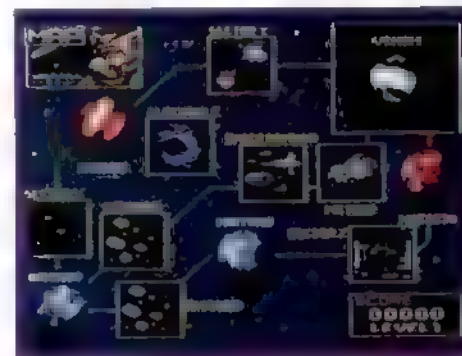
#### POWER METER RATINGS

G---4.0 P---4.2  
C---4.1 T---4.1

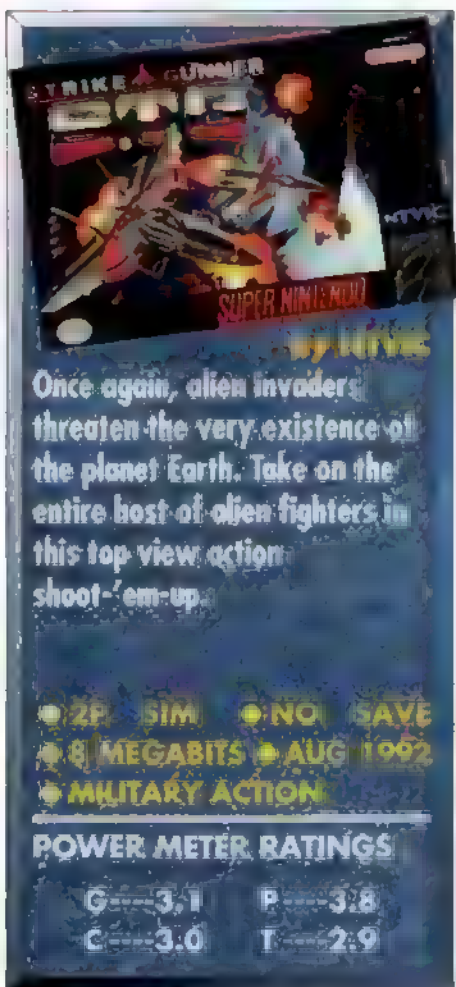
## STAR FOX

Nintendo's Super FX chip made its debut in this 3-D space action shooter featuring polygon graphics and smooth, fast action. Star Fox takes you into the struggle of Corneria vs. Emperor Andross of Venom. As Fox McCloud, you must fly your Arwing fighter from Corneria through both space and planetary areas. The view is from behind the Arwing or, in space, you can switch to the cockpit view. You'll get some help from your three wingmen, Slippy Toad, Falco Lombardi and Peppy Hare, but you

must be prepared to help them, too. There are three routes to take you to Venom, each more difficult than the previous one, but you can choose to fly on any of the three courses for whatever level of challenge you want. With secret areas, Power-Ups, warps and very tough boss characters, Star Fox is a standout in the shooter class of games. Control of the ship is superior and feels very natural. The sound perfectly matches the excitement and mood of the game. Action fans won't want to miss this game.







Once again, alien invaders threaten the very existence of the planet Earth. Take on the entire host of alien fighters in this top-view action shoot-'em-up.

● 2P SIM ● NO SAVE  
● 8 MEGABITS ● AUG 1992  
● MILITARY ACTION

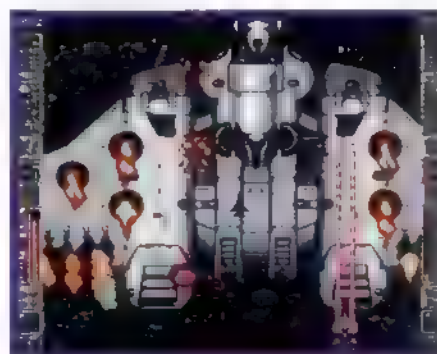
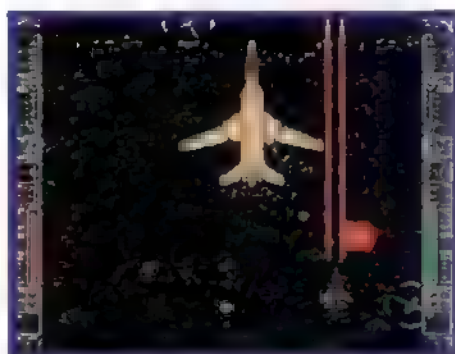
POWER METER RATINGS

G---3.1 P---3.8  
C---3.0 T---2.9

## STRIKE GUNNER S.T.G.

The year is 2008. A massive invasion of enemies is storming the four corners of Earth. There's only one hope: to call in the Strike Gunner squad! Sound familiar? We thought so. While Strike Gunner's rating in the Theme & Fun category isn't much to talk about, its Play Control rating is not too bad. In the lower difficulty levels of the game, the action seems a little slow, but if you set the difficulty to the upper registers, it makes for a severely tough battle. If you have a Controller that has a slow-

motion option on it, this game will be breeze. On the Option Menu, there are five levels of difficulty that you can choose and you can also adjust the number of ships that you have in reserve from one to nine. At the beginning of each of the eight stages, you can select from one of 15 special weapons to use during battle. Once you have used a weapon, you can't use it in another stage. The bosses are large and the enemy ships are quick, so choose your weapons well.



Ride into the Wild West and claim your reward for bringing in the baddest guns in town in this side-view shooter. There are four characters to choose from and three levels of difficulty.

● 2P SIM ● NO SAVE  
● 8 MEGABITS ● NOV 1993  
● WILD WEST ACTION

POWER METER RATINGS

G---3.4 P---3.6  
C---3.4 T---3.2

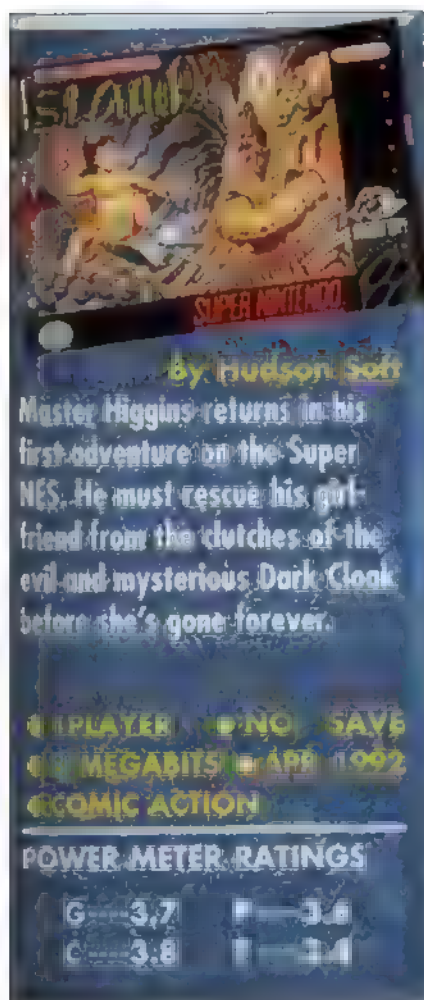
## SUNSET RIDERS

The Sunset Riders are four tough bounty hunting hombres. Steve and Billy are masters of the six shooter. Bob and Carmano use shotguns with a ton of firepower. Your goal is to guide the riders through eight exciting stages plus two bonus stages and take in the likes of Simon Greedwell, Dark Horse and the Smith Bros. on your way to a final battle with the evil Richard Rose. Six of the stages are side-scrolling town battles. Your character can run, jump, shoot and climb on ropes hand-

over-hand in order to cross over dangerous territory. The other stages are horse riding races on the open plain. The three levels of difficulty and an option to have as many as five character lives and five chances to continue allow you to make the game as easy or as difficult as you would like. The riders are about the same size as the fighters in Contra III and the graphics are sharp. Several long digitized voice samples support dialogue between the bad guys and the Sunset Riders.



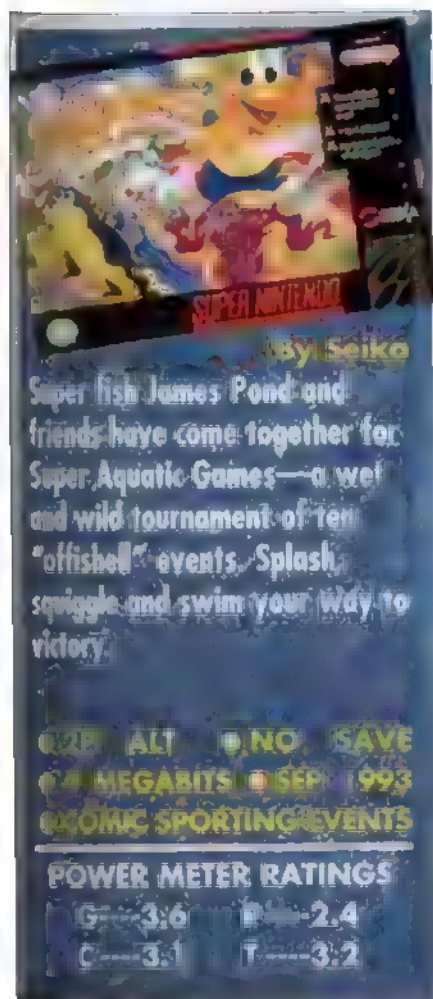
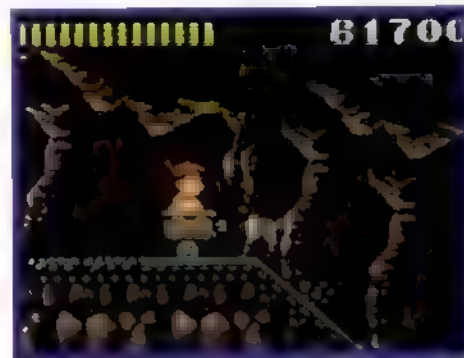
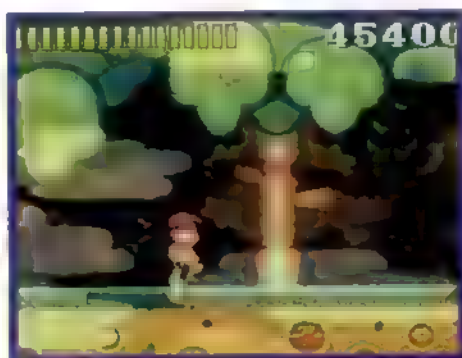




## SUPER ADVENTURE ISLAND

Adventure Island fans rejoice! Master Higgins and all the familiar foes of the popular NES series appear in this great adventure for the Super NES. Ride a skateboard down a snowy peak and swim through the belly of a whale as you try to rescue Master Higgins' girlfriend from Dark Cloak's castle. Each stage along the way throws an entirely new challenge at you to master in this exciting side-scrolling action game. There are 20 levels for you to explore. The cartoon-like graphics are colorful

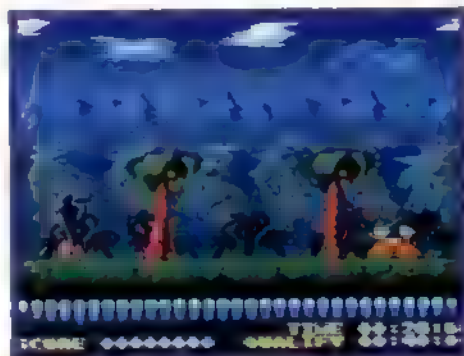
and bright, with large characters and detailed animation. Each level has a different musical score, making it fun to listen to as the game progresses. The play control reacts well to the player's commands, but the character moves slowly and has a limited jumping ability. Because it only takes one hit to lose a life and the game has limited Continues, many players may become frustrated early in the game. Practice will help you get past this initial frustration. It's worth it!



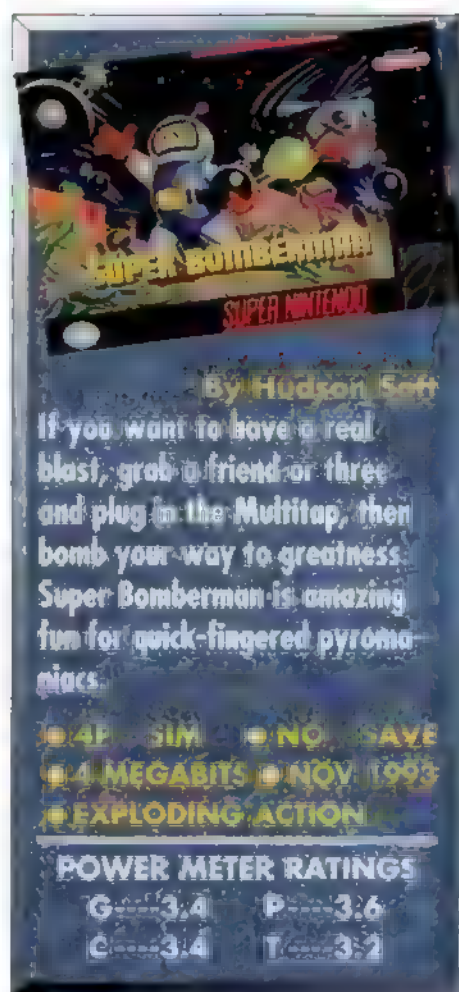
## SUPER AQUATIC GAMES

The comic cod, James Pond, will be familiar to many young players who may be attracted to this game. James and other aquatic critters take part in ten one or two-player alternating contests of skill including the 100 Meter Splash, Kipper Watching and Feeding Time. Some of the events require only a simple controller action like rapidly pushing a button to pick up speed. If you can sustain the speed, you'll do well at the event. Other events require some practice because the controller actions are more complex or the events

themselves are not easily understood. As in other made-up sporting event games, like American Gladiators, the unusual events and controller actions can be frustrating. Super Aquatic Games, fortunately, gives you a training mode, and if worse comes to worse, you can even read the manual. In the competition mode, you'll play through the entire tournament against computer opponents. With two levels of difficulty, the highest level still isn't very challenging for advanced players.



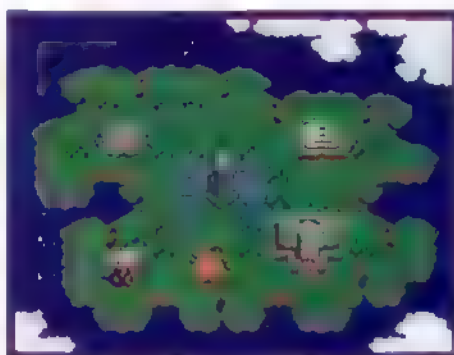




## SUPER BOMBERMAN

Hudson's original Bomberman for the NES introduced a little bomb-happy guy who liked to run around blowing up obstacles and enemies while trying to clear a stage. Super Bomberman remains true to the concept, but adds so many bells and whistles that you'll think it's an entirely new game. The biggest addition is the Hudson Multitap, the first multiple-player adapter for the Super NES. By plugging in this accessory, which is included in the Super Bomberman package, you can play the game with four friends

at one time. The interactivity of a four-player tournament can't be beat. In Bomberman, you'll be able to grab Power-Ups that extend your bomb blasts, speed up your movement, protect you from blasts and provide other types of bonuses. In multiplayer games, the goal is to blow up your competitors. The playing fields range from simple mazes to rooms full of warp zones or even dark rooms. As a one-player game, you proceed through six worlds and rooms with boss characters.



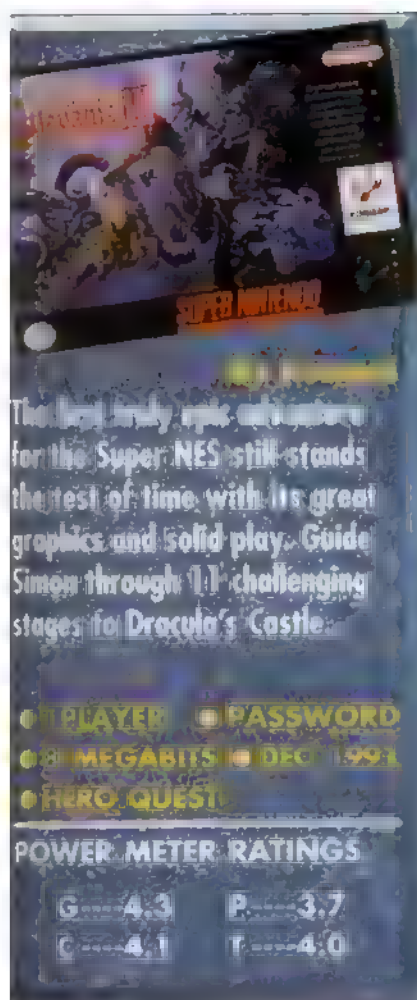
## SUPER BUSTER BROS.

The 3.4 score that Capcom's Super Buster Bros. earned in the Theme & Fun category is definitely based more on solid play than story line. What did the bubbles do to you, anyway? Theme aside, Super Buster Bros. is quite fun and is very challenging as you make your way up through the 99 levels in the Panic Mode or as you progress through the different stops along the way in the Tour Mode. Your Buster Brother carries a type of gun that resembles a grappling hook. You can only shoot the gun

toward the top of the screen in hope that it will strike a bouncing bubble as it passes overhead. When you hit one of the larger bubbles, it will break into two. The smallest bubbles will be eliminated with one hit. The round is complete when there are no more bubbles on the screen. Simple. The real challenge comes into play when you get vast numbers of bubbles on the screen at the same time. Avoid contact with them and collect various Power-Up items that come your way.



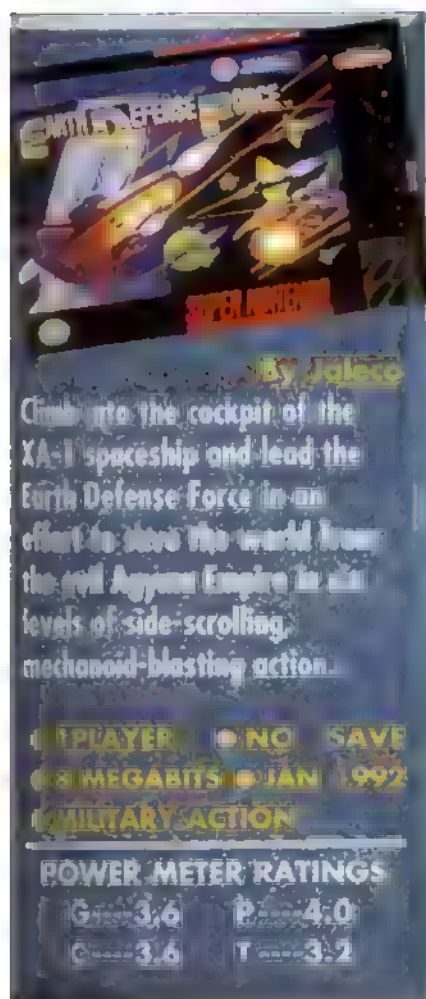
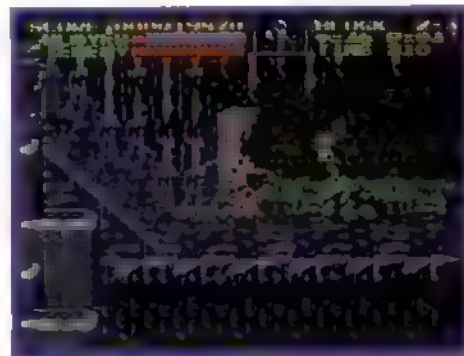
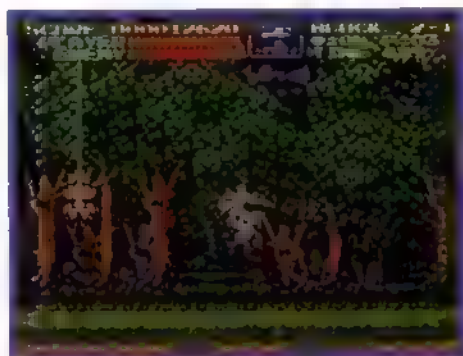




## SUPER CASTLEVANIA IV

Whip-wielding adventurer Simon Belmont fights through an 11-stage adventure that is similar in style to Castlevania and Castlevania III on the NES. The graphics are clear and appropriately dark for the Transylvanian theme. In addition to running, jumping and blasting enemies, Simon can swing from his whip and cross long gaps. Some levels include rotating rooms that force Simon to use this new technique. These sections use the Mode 7 capabilities of the Super NES in an innovative

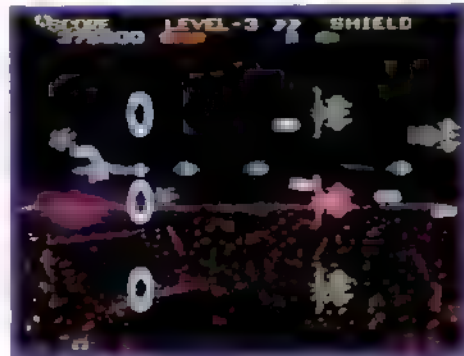
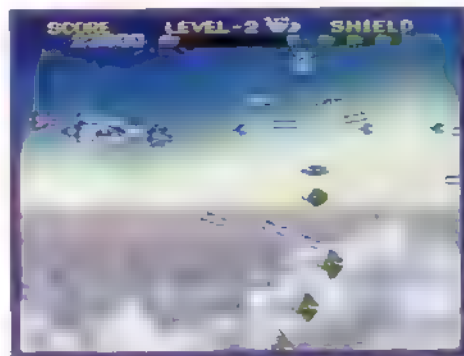
way for a dazzling effect. As Simon advances through the adventure, new enemies and progressively more challenging sets of obstacles keep the game fresh and fun. This carefully planned ramping of the difficulty ensures that novices will be able to advance through early stages without being frustrated and that advanced players will not lose interest as they fight their way to the final stage. This game compares well to Super Ghouls 'N Ghosts, Final Fight and other first wave classics.



## SUPER E.D.F.

The side-view space shooter has been a popular style for games on Nintendo systems since the original Gradius blasted onto the NES. This Super NES shooter features six stages of flying and zapping through waves of odd alien ships. At the end of each stage, you will confront a huge ship with powerful weapons. The XA-1 spaceship is equipped with your choice of eight blasting devices; a Vulcan cannon, lasers, atomic charges, homing missiles, explosives, lasers that fire auto-

matically in the direction of attacking enemies, photons or grenades. Some weapons are very useful and others will prove to be real duds. Your weapon increases in power as you progress through your mission. The graphics are on par with those of Darius Twin, another Super NES shooter, and the sound effects are serviceable, but not spectacular. The bottom line is that space shooter fans will find this game to be challenging, if not innovative.



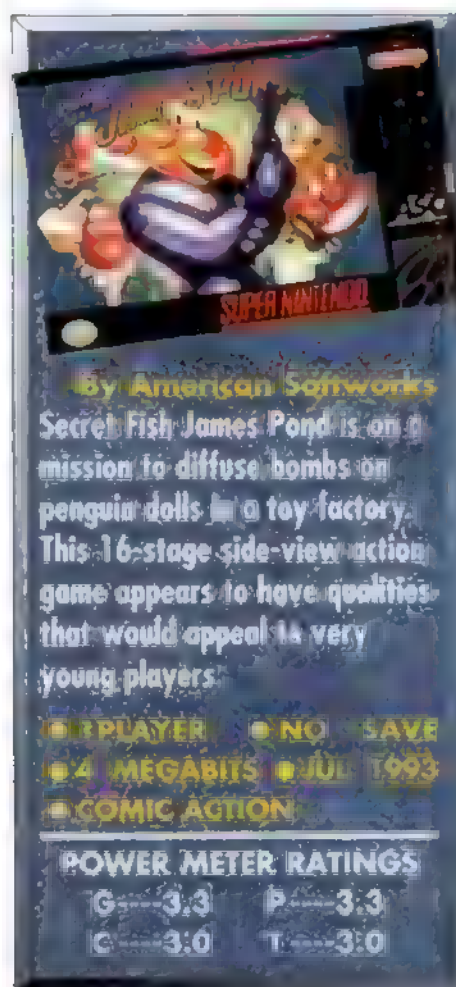
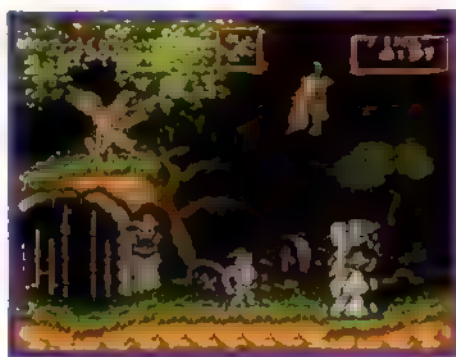




## SUPER GHOULS 'N GHOSTS

Although Super Ghouls 'N Ghosts is one of the earlier releases for the Super NES, it is still one of the better action games around. Based on the same characters that appeared in Ghost & Goblins for the NES, this game sends King Arthur on a second quest against the evil Sardius. If you are familiar with the original game, you will be able to master the moves on this game without a problem. The game is basically a side-scrolling platform game, but many of the stages stretch that definition to

the limit. You must work your way past climbing towers, crashing waves, a rotating rooms. There are a total of different weapons and armors to help you through the eight levels of your quest. The play control is excellent, but it will require some practice to master the Double Jump. The graphics and animation are cartoon-like and very well-detailed. This game is very challenging, but Capcom has included stage select to help players.



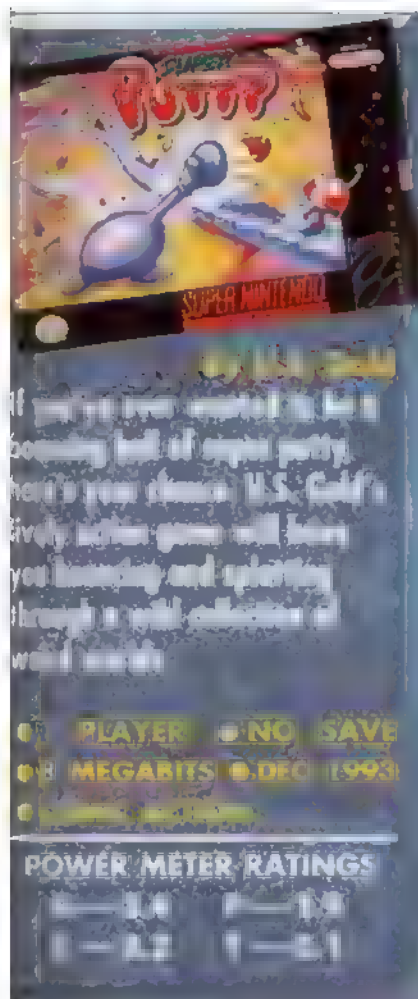
## SUPER JAMES POND

James Pond is a fish with a mission. The evil Dr. Maybe has planted bombs in the toy factory on the North Pole. It's up to James to track down the bombs and diffuse them in the 16 stages of the factory. While the story appears to have a lot of James Bond-like elements, the game really doesn't include much in the way of secret agent references. James jumps, stomps enemies, stretches and climbs fin-to-fin while holding onto the toy factory ceiling. He can also fly by using special

items like wings or an airplane. While all of the penguin doll bombs are diffused in an area, James can go to the next area by reaching a flashing beacon. The graphics depict a world of teddy bears and toy-like enemies; nothing at all resembling the more realistic spy world of James Pond's sound-alike namesake. This game appears to be targeting a young audience that would prefer teddy bears over international espionage.



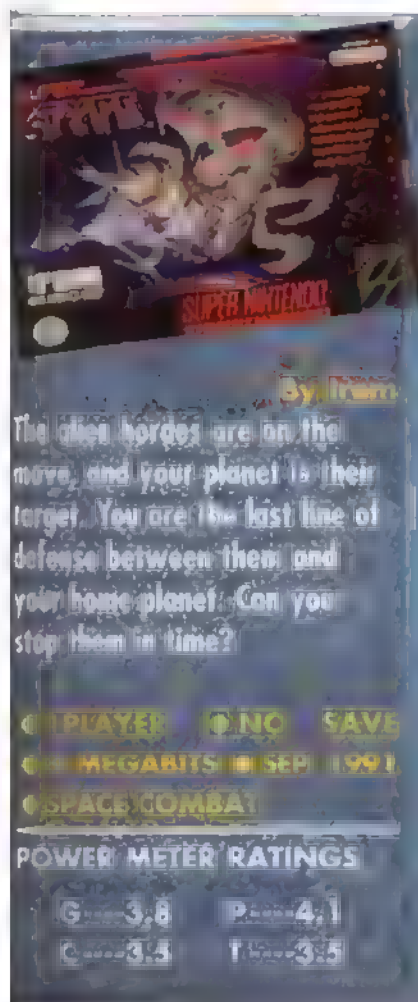




## SUPER PUTTY

are scattered throughout the levels. To move a Bot, you must absorb it, then release it in a safe spot. The graphics in Super Putty are bright and intended to be silly. Play control can be a bit tricky in some of the areas due to narrow ledges and enemies that make jumping dangerous. There is no learning curve to the game, which means you'll be lost unless you study the manual. And there's no real logic to any of your actions, which detracts from the overall play experience.

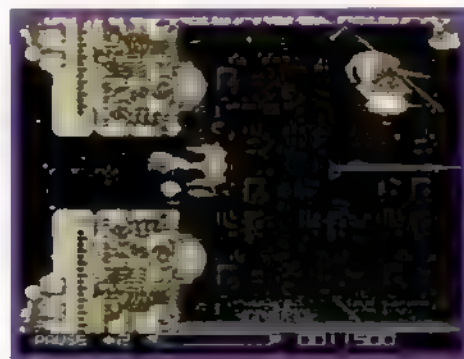
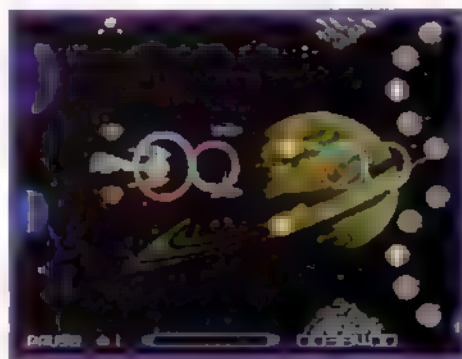
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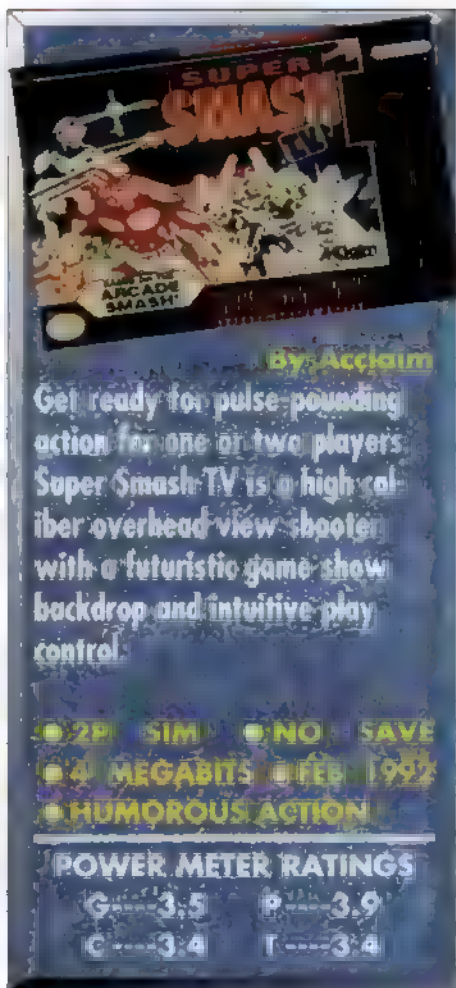
## SUPER R-TYPE

Based on the popular arcade hit R-Type, Super R-Type pits your piloting and blasting skills against an entire alien army. This side-scrolling space-shooter offers players seven stages of enemy-filled action. Along the way to the final boss of each stage, a player can build up his ship's power, by blasting special targets. Some of the weapons are more effective than others, so be careful which ones you grab. There are four different levels of difficulty, allowing you to play the game at your own ability level, while keeping

the game challenging. The alien landscapes use the graphic ability of the Super NES very well. There is a strong use of color and great detail in the enemies. At times, it's hard to tell this game isn't an arcade game. Because Super R-Type is one of the early releases for the Super NES, players will experience some slow down when there are too many enemies on the screen. This is one of the first games to take full advantage of the stereo sound, putting the sound right in your face!



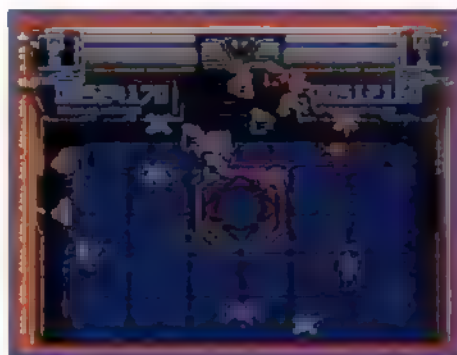




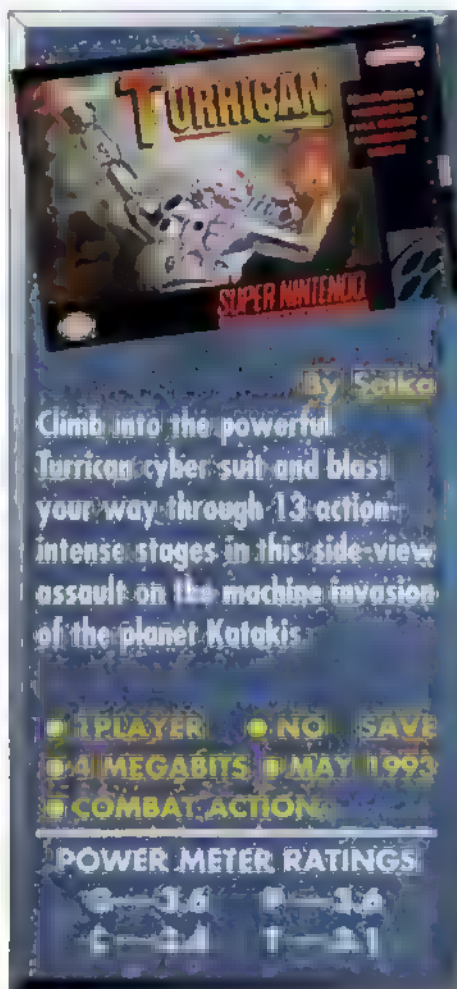
## SUPER SMASH TV

Blast through the four multi-arena stages of Super Smash TV and claim your prize as master blaster. This is intense enemy-eliminating action with no slow down and fantastic play control. You can move your character in eight directions by using the Control Pad and fire in eight directions by using the four main action buttons which are arranged in a configuration that makes it easy to figure out where you are shooting. As you plow through the waves of drone-like enemies, you will

pick up a host of helpful items like grenade launcher, missiles, sn bombs and shields. All of the items appear after a short period of time, you're constantly on the lookout for more weapons. The fighters are sn when compared to most action game characters, but this does work to your advantage in that it gives them more room to move. There are three levels of difficulty and several bonus areas that you can access by picking up enemy keys.

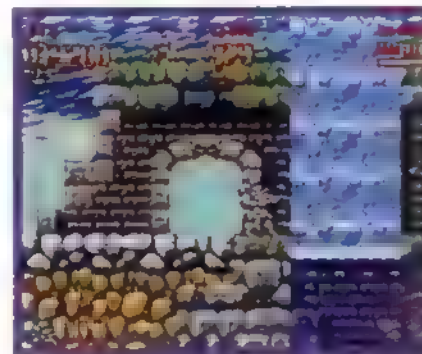


## SUPER TURRICAN



Evil mechanoids are descending upon your planet in this futuristic shooter from Seika. Your mission is to plow through the enemy invasion, take out the leaders of the army and power-up your Turrican cyber suit along the way. This game is to side-view character-based combat thrillers what Space Megaforce is to overhead-view space shooters: a well-polished game with a lot of great action and digitized voice samples which announce Power-Ups. While the game doesn't offer you the

ability to fire your basic weapon in upward direction, there is a lot of diversity in the available arsenal. One button corresponds to an expendable warlike weapon that plows down everything in its path. Another button allows you to fire a laser in a full circle around your character. The character is about the size of the fighters in Contra III and the background graphics are well drawn but somewhat repetitive over the game's 13 stages.

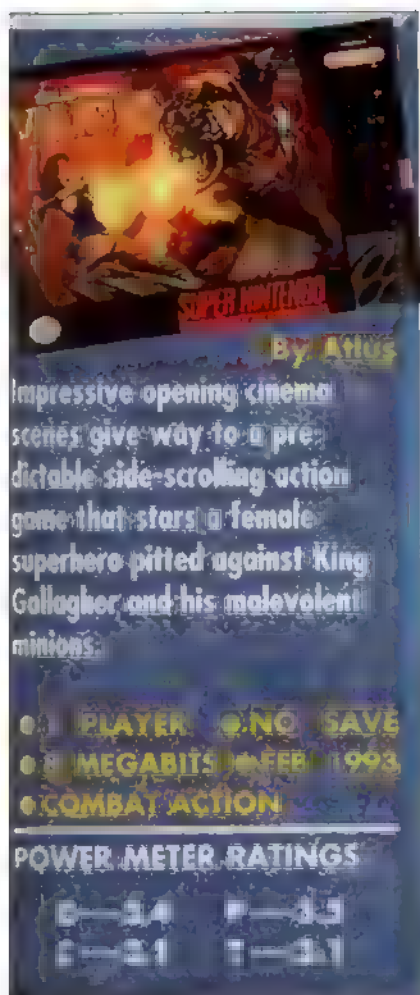
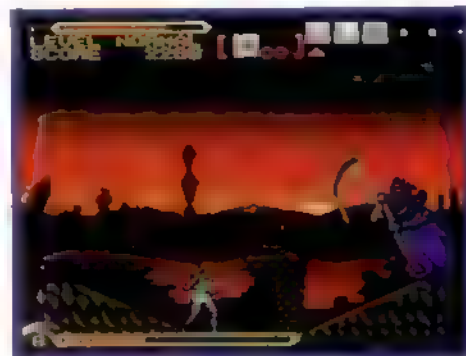
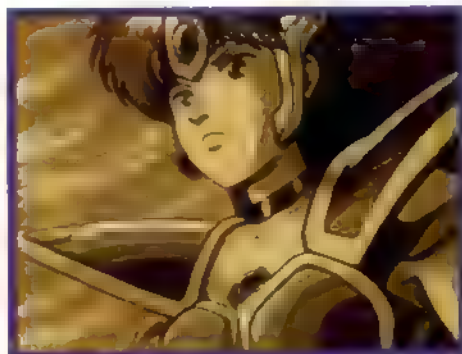




## SUPER VALIS IV

When the red moon rises, King Gallagher's dark forces emerge from the shadows to overrun first the Dream World, then the rest of the universe. The Dream World's celestial leader knows that she must react immediately or be defeated, so she bestows the celestial Super Valis Sword on Lena, the one destined to confront Gallagher. The story line is somewhat hazy, but it doesn't really matter, since what follows is a predictable side-scrolling, jump-and-shoot-anything-that-moves

kind of game. The graphics and sound are good—especially in the opening sequence—and the play control is very precise. There are seven stages to explore, but each stage boss grows stronger the longer it takes for you to reach the stage end, so it's best not to tarry. A good variety of impressive special weapons can be found along the way. You'll need to use several when you battle the bosses. If you're looking for another side-scrolling action game, this one is a fast-paced play.



By: Angus

Impressive opening cinema scenes give way to a predictable side-scrolling action game that stars a female superhero pitted against King Gallagher and his malevolent minions.

● 1 PLAYER ● NO SAVE  
● 1 MEGABITS ● FEB 1993  
● COMBAT ACTION

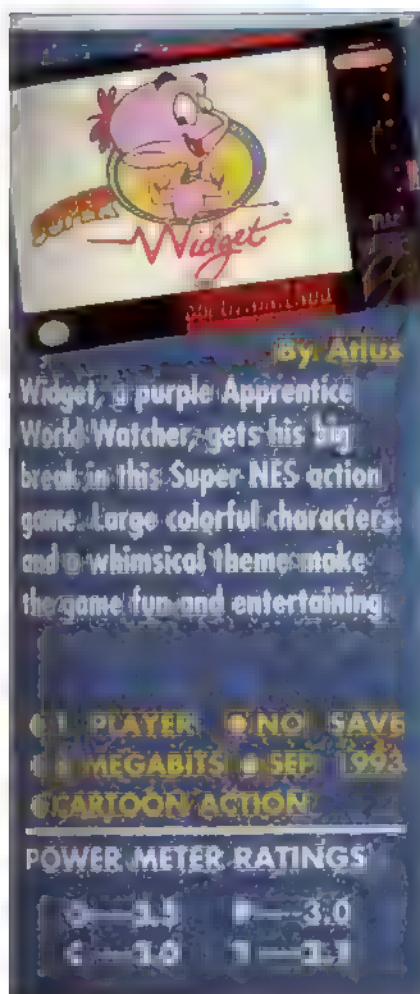
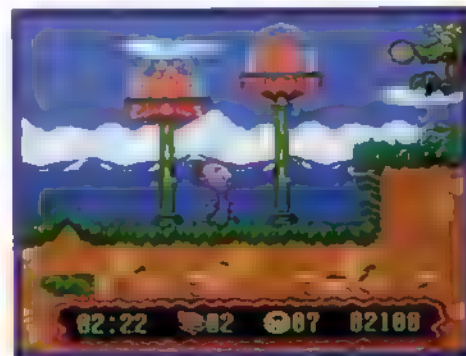
### POWER METER RATINGS

C—3.4 P—3.3  
G—2.1 T—3.1

## SUPER WIDGET

In order to raise his rank from Apprentice to First Class World Watcher, Widget must journey from Earth to the rim of the galaxy. On his way, he'll pass through all kinds of wacky worlds and transform himself into a wild variety of kooky characters, ranging from an Octopus Widget to a Dragon Widget, each equipped with different abilities. The play is uncomplicated—it's simply running, jumping and punching, which is a good fit for the young audience it will attract.

There are 16 levels in all, and there are lots of Power-Ups and Bonus Stages. Lots of unusual and completely unexpected enemies will take players by surprise. The play control is good, the graphics are big and bright and the characters that Widget turns into will crack players up. The hit detection is weak, letting Widget fall right through objects that he appears to be able to stand on. Yet the purple Apprentice and his game should still be a hit with its target audience.



By: Angus

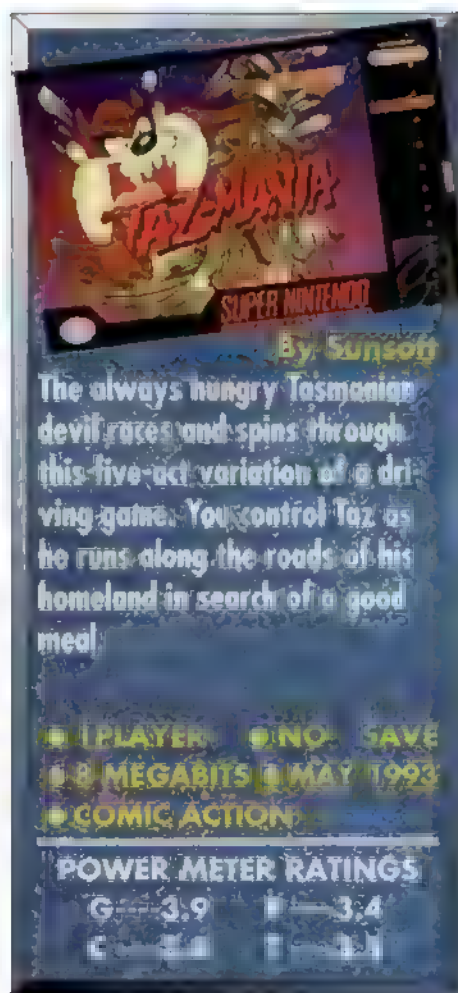
Widget, a purple Apprentice World Watcher, gets his big break in this Super NES action game. Large colorful characters and a whimsical theme make the game fun and entertaining.

● 1 PLAYER ● NO SAVE  
● 1 MEGABITS ● SEP 1993  
● CARTOON ACTION

### POWER METER RATINGS

C—3.5 P—3.0  
G—3.0 T—2.1

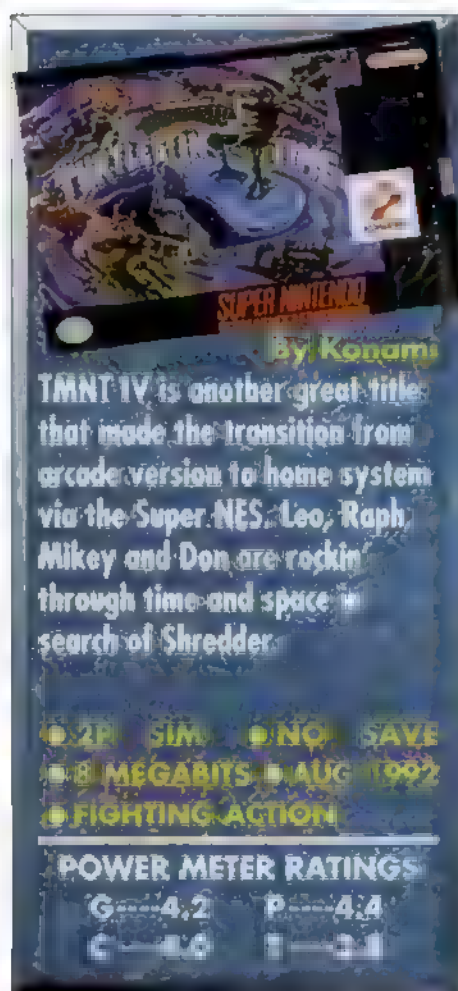




## TAZ-MANIA

The animated antics of Taz, the Tasmanian devil, are the subject of this Super NES whirlwind that plays like a racing game. You control Taz as he runs along the highway looking for Kiwi birds to satisfy his appetite. When you've grabbed the Kiwi quota, the course will be complete. There are four courses to every act, including the act-ending bonus courses. Taz can run, jump, grab objects and spin for extra speed. The play control is easy to manage but it's still a challenge to catch the

fast-moving Kiwis. The graphics earn high score mainly for the incredible animation. Taz moves exactly like cartoon counterpart and his encounter with the obstacles of the outback is hilarious. When he hits a tree, he fe up like an accordion and when a tree plows over him, he is flattened paper thin. While the game is challenging, the action is entertaining, the courses offer very little variety. Background change with every act but the obstacles and enemies remain the same.



## TEENAGE MUTANT NINJA TURTLES IV: Turtles in Time

A giant Krang has made off with the Statue of Liberty. The Turtles, patriotic to the shell, volunteer to get it back. Since Krang is in the same line of work that Shredder is, they know that their arch-enemy is probably behind this latest round of thievery. The Turtles have had several NES and Game Boy adventures, but Turtles in Time marks their first Super NES outing. The graphics are great and there are some digitized voices that introduce each new stage. The voices are lacking in quality, but

the overall score of 4.2 that TMNT gets in the Graphics & Sound category is well-deserved. One of the cool things about the game play occurs when a Turtle strikes an opponent, doubling him over, and then grabs onto him and throws him toward the screen. The Fi Clan member gets bigger and bigger as he sails toward you. This technique is the method needed to defeat Shredder in your first encounter with him. The action only gets more fun and interesting in the two-player mode!





## THE TERMINATOR

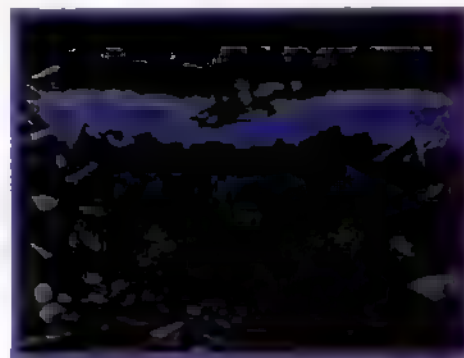
As it mirrors the plot of the movie, the game takes Reese, a member of the Human Resistance movement, from the Los Angeles of the future back in time to L.A., circa 1984, to save Sarah Connor and her as-yet unborn son, John. Two driving stages, which are mad chases down the streets of L.A., follow, as do a trek through Police Headquarters and the ultimate confrontation in an Industrial Complex. The enemy: Cyberdyne Systems' Model 101...the Terminator. On the

outside it may be living human tissue, but on the inside is a fully armored, hyper-alloy combat chassis. The plot is familiar, but this game is a marked improvement over Mindscape's NES version of last winter. This one does a better job of conveying the feel of the movie. There are several weapons to find and use, and the different side-scrolling action, battle and driving sequences offer a certain amount of variety. Still, power players may find it to be on the easy side.

1 PLAYER • NO SAVE  
8 MEGABITS • APR 1993  
MOVIE ACTION

### POWER METER RATINGS

1-1 P-3.1  
1-1 T-2.9



## TERMINATOR 2 Judgment Day

Not to be confused with T2: The Arcade Game, this eight-stage action game is based, scene-by-scene, on the Terminator 2 movie. You control the T-1000 as he searches for young John Connor and, with the help of Sarah Connor, attempts to change the future. There are side-view fighting stages and overhead view driving stages. In the side-view stages, your mission is to accumulate weapons, defeat enemies and find a variety of objects. If you're not armed, you'll take a lot of hits and

cause little damage. Your first order of business should be to beat up a character who is carrying a firearm and take the weapon. Your fighter is quite a bit smaller than characters in most side-view action games and his animation is quite limited. The driving scenes feature small vehicles that have somewhat confusing controls. Novice players can spend a lot of time and make a lot of mistakes in their efforts to drive from Point A to Point B.

A powerful cyborg, reprogrammed to protect the young John Connor, fights off the morphing metal T-2000 in this eight-stage thriller that follows the story of the popular film.

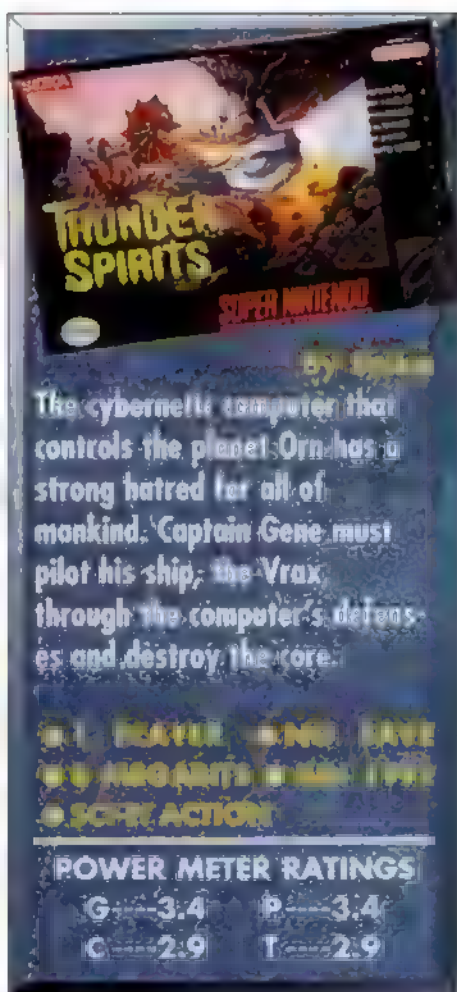
1 PLAYER • NO SAVE  
8 MEGABITS • NOV 1993  
MOVIE ACTION

### POWER METER RATINGS

1-1 P-2.1  
1-1 T-2.1



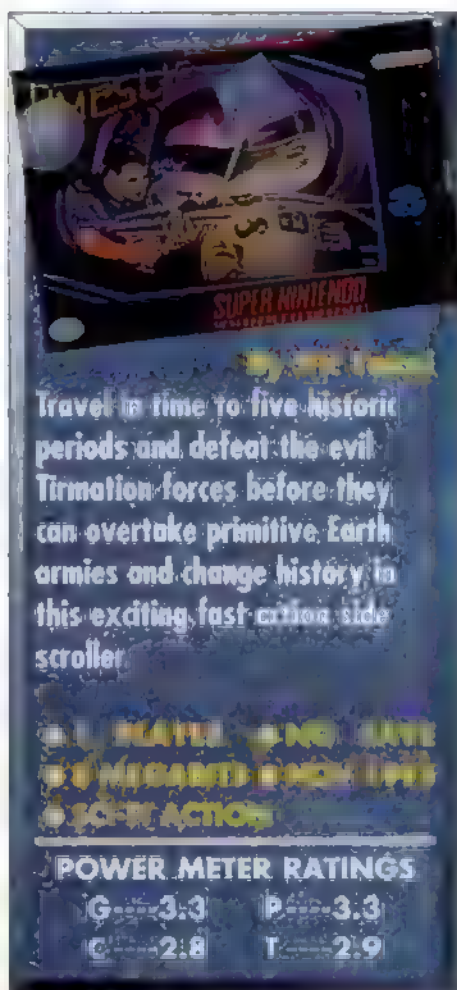
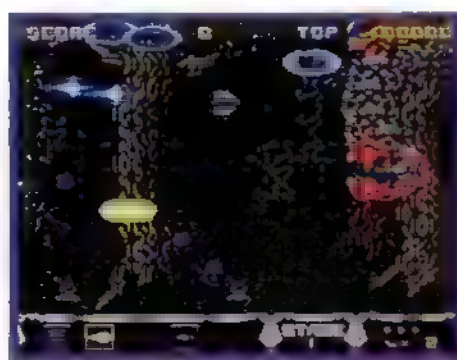




## THUNDER SPIRITS

When you first play this side-scrolling shooter, it will remind you of any of the Gradius or R-Type games. The game is divided into eight stages, with a boss waiting to destroy you at the end of each area. As you progress through each stage, enemies will come at you from every angle. When you defeat enemies, you can pick up the Special Weapons and Power-Ups that increase the effectiveness of your ship. You have a total of three Continues to make it past the Computer Core and finish the game. The play control of the game

is fairly good, reacting well to your commands. The use of the L Button quickly switch between your weapons is a nice feature when you are fighting bosses. The graphics are good throughout most of the game, but get confusing in some areas. For example, many of the red enemies are hard to see on the red background of Stage 2. Overall, the game is fairly easy to beat, and it takes a good game player a single afternoon to finish. Novice players who want a shoot-'em-up will probably enjoy this game.



## TIME SLIP

Dr. Vincent Gilgamesh travels through time in an effort to stop aliens from taking over the planet in this side-view action game with five long stages. While there are no unique features to grab onto in this game, it does feature very solid game play, a wide variety of enemies and many different backgrounds. There are falling objects, swinging objects and enemies-a-plenty. Your character can run, jump, climb, fire in eight directions and pilot flying vehicles in some stages. His special

items include rapid fire weapons, tri shots and a rotating triangular field. The game begins in Medieval times where the enemies include a fire-breathing dragon and a huge rot knight. The other stages take place in Ancient Egypt, Roman times and the late 22nd Century. The play control is intuitive and, while the action is not as fast as the action in Contra III, the game moves at a steady clip. This is a solid sci-fi action thriller.



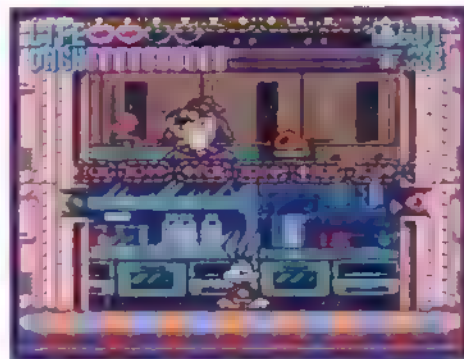
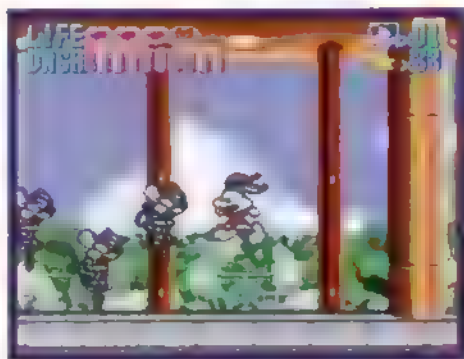


## TINY TOON ADVENTURES

### Buster Busts Loose

Buster bursts into action in a series of cinematic escapades that start at his school, Acme Looniversity, and take him through a movie set, a haunted mansion and even to a spaceship. He may be pint-sized, but he can dash super fast and flip to slap enemies with his extra-large ears. Between stages, you'll have a chance to earn extra men by playing mini-games hosted by the other Tiny Toons. The Squash game, which has particularly impressive graphics, is especially fun. This is a

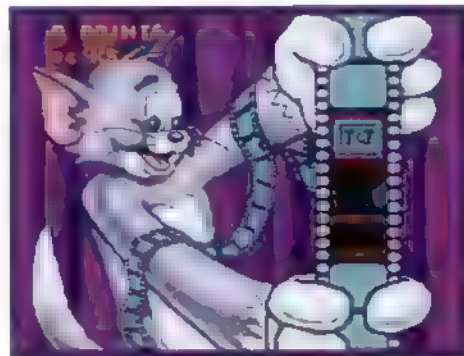
game that's not just for kids—though they're sure to love it, too. It has outstanding graphics, lively animation and precise play control, as well as a start-up option that lets you choose from Beginning, Intermediate and Advanced levels of challenge. The Beginning level, with its unlimited Continues, is perfect for very young or inexperienced players, while even the best gamers will be challenged by the Advanced level. The Tiny Toons have scored another hit with this title.



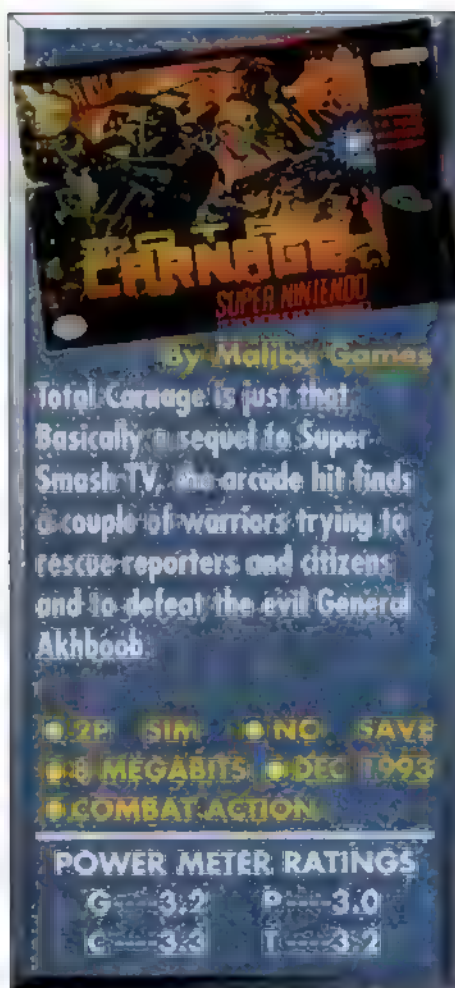
## TOM AND JERRY

In this side-scrolling action game based on the famous cartoon duo, Jerry must scurry home while avoiding all sorts of dangers. Roaches and wrecking balls wait just around every corner, and if that wasn't enough, Tom is out looking for an evening snack. There are four different areas to play through, with a total of 11 stages. The object is to work your way back home from the theater to Jerry's hole-in-the-wall home. In the 2-Player game, the second player takes on the role of Tuffy, Jerry's nephew. As in previous Tom & Jerry games,

you must collect cheese and marbles along the way. The cheese will restore your stamina, and the marbles work great against smaller enemies. Good graphics and fairly sharp play control get this game off to a good start, but some of Jerry's moves are a bit awkward. Some of the jumps become difficult to make when there are enemies around, and two different attack buttons can become confusing. The game play has limited challenge, and is best suited to less serious players.



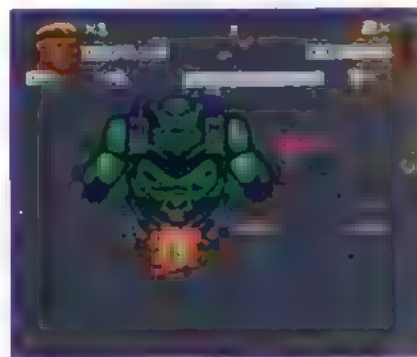
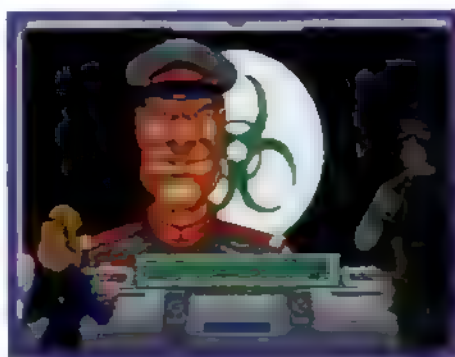




## TOTAL CARNAGE

The game play, the play control and most of the weapons in Total Carnage are the same as Super Smash TV. However, the graphics and sound are not as good. Whereas Super Smash TV moved from room to room in a maze of mayhem, Total Carnage features side-scrolling action through 12 different stages. The scrolling does stop in certain areas and that should usually tip you off that you'll soon be assaulted by throngs of diverse enemies! After the War of 1999 "ended," reporters look-

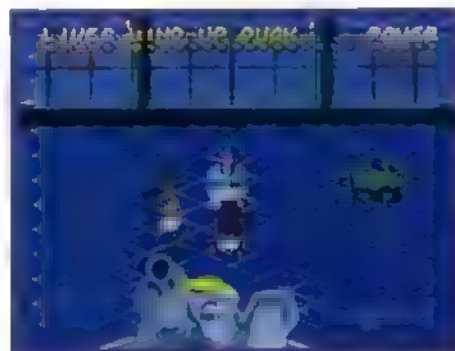
ing for an exclusive story in order to break themselves into the big time. They swarmed into the former war zone to try to decipher exactly what happened. It seems as if the evil General Akhboob has resurfaced to take command of enemy forces and is wreaking havoc everywhere. Disguised as an innocent Baby Milk Factory, his bio-nuclear research facility is the site of the attack. Your mission is to blow up everything in sight...before it blows you up! This mission is actually fairly difficult.



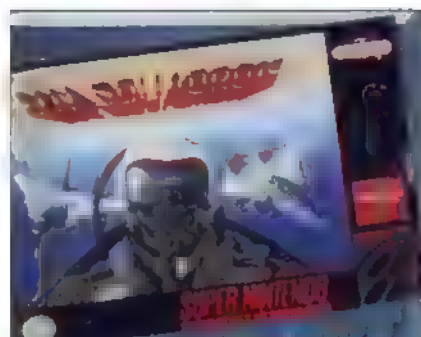
## TOYS

Zevo Toys has been taken over by the combat-wise General who wants to turn the factory into a place where miniature weapons are made. You control the idealistic Leslie Zevo who must stop the General's plans before things get out of control. There are 18 different types of toys that you can use to take on the General's army, including a peanut shooter, water balloons, wind-up ducks and remote control cars. While the projectile toys are difficult to aim, the toys that travel on the ground

more easily make it to their target. Unfortunately, none of the toys are very useful against the General's tanks and helicopters. When Leslie was hit by cannon fire and has very little time to counter with his own weapons. The action is shown from a three-quarter overhead view and Leslie can move freely in open spaces. The graphics follow the same surrealistic style of the movie but the main character bears a likeness to Robin Williams.







By Capcom

The Project 4 Mercenaries are attacking and only three pilots are able to defend your country. Find off the attack, then finish off the enemy once and for all.

• 1 PLAYER • NO SAVE  
• 4 MEGABITS • SEP 1991  
• COMBAT ACTION

POWER METER RATINGS

G—3.7 P—4.0  
E—4.4 F—2.7

## U.N. SQUADRON

Take on the hordes of mercenary pilots that threaten your country's very existence. You control one of three top caliber pilots. Each has different strengths and weaknesses, so choose your pilot carefully. Each mission sets you against a different strategic target. As you successfully destroy a target, you progress towards the main stronghold of Project 4, but they may counter-attack at any time. You begin the battle with one plane, but as you defeat enemies you can gain enough money to purchase up to five more powerful

planes. Each plane can carry a different barrage of weapons, specializing it for certain missions. There are ten missions, each with a boss, and four skill levels to test your skills. U.N. Squadron is a basic side-scrolling action game with great graphics and sound. Because it's one of the earlier releases for the Super NES, there may be some screen slow-down when there are too many enemies on the screen. This can be quickly remedied by shooting a few of them.



By THQ

Wayne's World stars your excellent host Wayne Campbell and with him, as always, is Garth. NOT! Garth's been captured by the evil Zantor. It's time for Wayne to strap on his trusty six-string.

• 1 PLAYER • NO SAVE  
• 4 MEGABITS • APR 1993  
• MOVIE-BASED ACTION

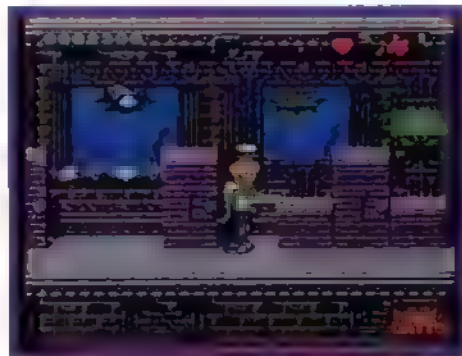
POWER METER RATINGS

G—3.6 P—3.1  
E—3.5 F—3.3

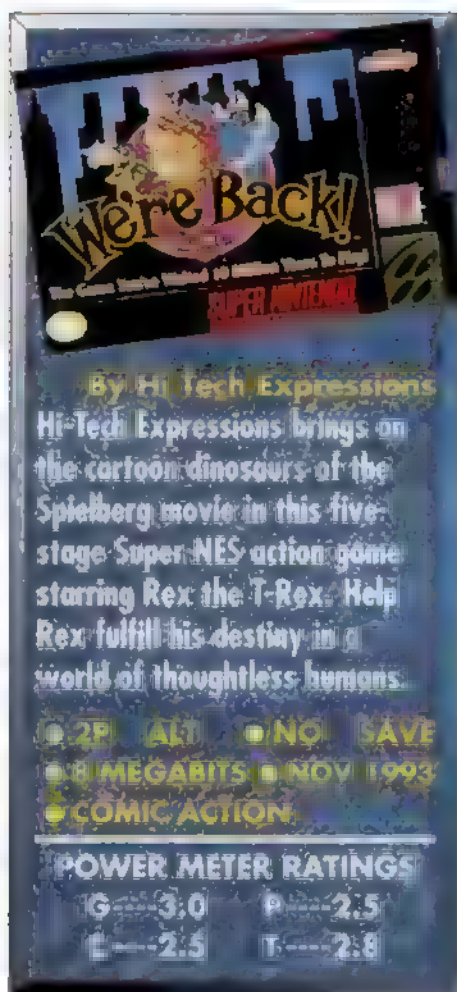
## WAYNE'S WORLD

The digitized voices and images that appear in this game are really good—and believe it or NOT, they're funny! For example, if Wayne happens to (and you know he will) lose a life, he'll drop to his knees and shout out "Not worthy!" A few of the elements of the game are unworthy for such a cool theme. Of particular unworthiness is the hit detection. It could use some help. This game would be so much more enjoyable if the play control was better. What Wayne's World does have going for it is challenge and humor.

The humor is the easy part. Drawing on themes from the movie of the same name, Wayne's World has plenty of grin-producing moments. The stages are rather long, especially in the Music Store. The background looks exactly the same throughout and there's not really any clues to tell you which way to go through the level. You just have to keep trying. However, because of the difficult play control, trying over and over again can become pretty frustrating.



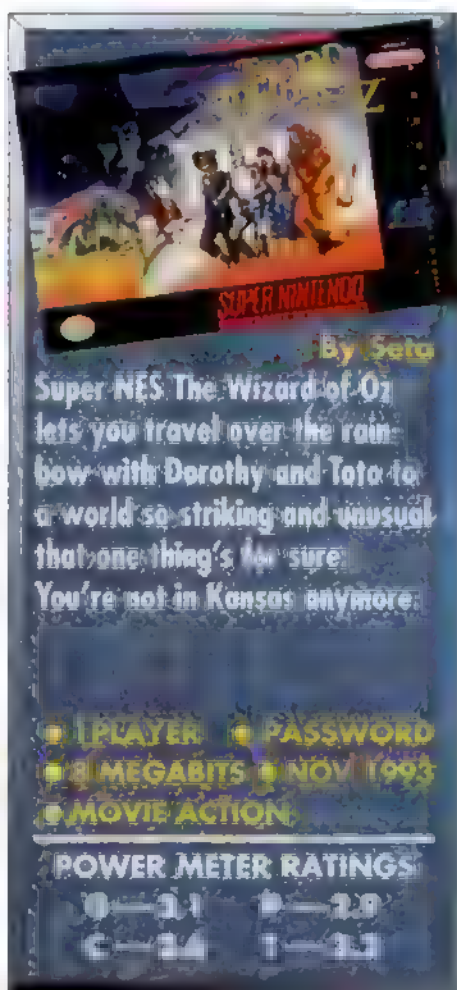
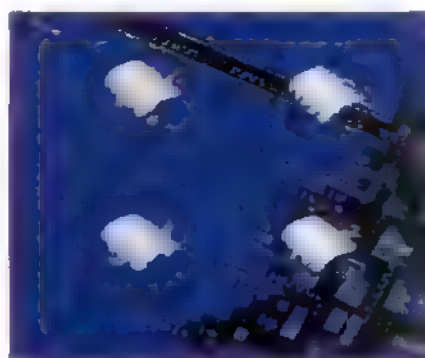




## WE'RE BACK! A Dinosaur's Story

As a friendly Tyranosaurus Rex who must travel through time to save his Cretaceous pals, you'll soon learn that the future is filled with humans who will do anything to stop your progress. In this traditional scrolling platform game, you'll be able to run, jump, swipe your tail ■ enemies, throw things and collect Power-Ups of various kinds. You can also use Elsa, Woog and Dweeb—your dino friends—once you've found them. The five linear stages have relatively simple

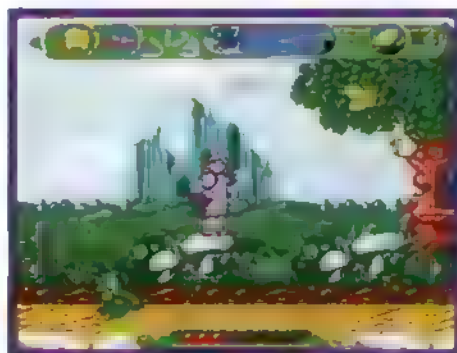
obstacles and enemies and a more difficult boss character ■ the end. The theme of the game and the simplicity of play should appeal ■ younger players. Rex and his friends have been modeled more along the lines of TV's lovable Barney than the people-munching monsters from Jurassic Park. On the other hand, Rex and his pals do exhibit much character either through game animation or in the story. Although the look is cute and friendly, the play control, unfortunately, is ■



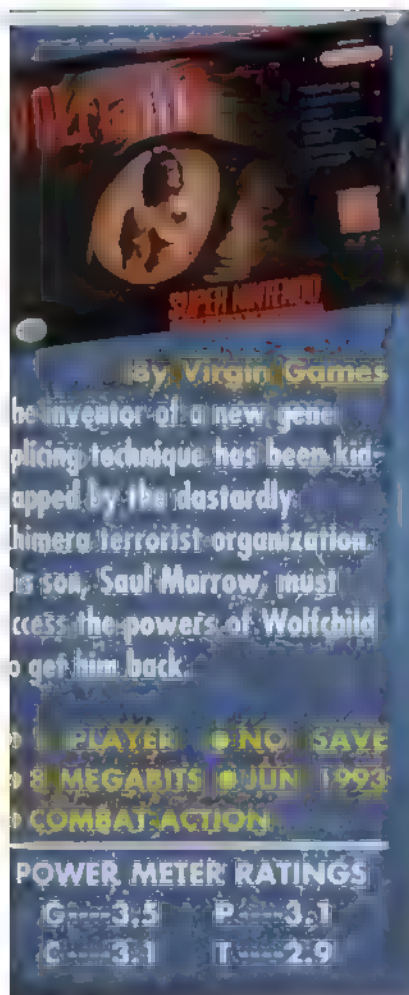
## THE WIZARD OF OZ

The fantasy land of Oz comes to life in rich graphics as Dorothy ambles down the yellow brick road on her way through four worlds—more than 40 stages in all—to the Emerald City. The game follows the classic story and includes four songs from the movie soundtrack. As she picks her way through tormenting trees and fields filled with poppies, Dorothy must find the Scarecrow, the Cowardly Lion and the Tin Man, as well as the tickets they'll need to enter the Emerald City.

The game's sound and graphics are both impressive. Although the action requires mostly jumping and fighting skills, there are also elements of adventure and strategy. Once you've found Dorothy's traveling companions, you'll be able ■ play as them, too, and take advantage of their special skills ■ weapons. Secret rooms and special puzzles add variety to the play. It's long but relatively easy, so inexperienced players should have no problem getting into the game.



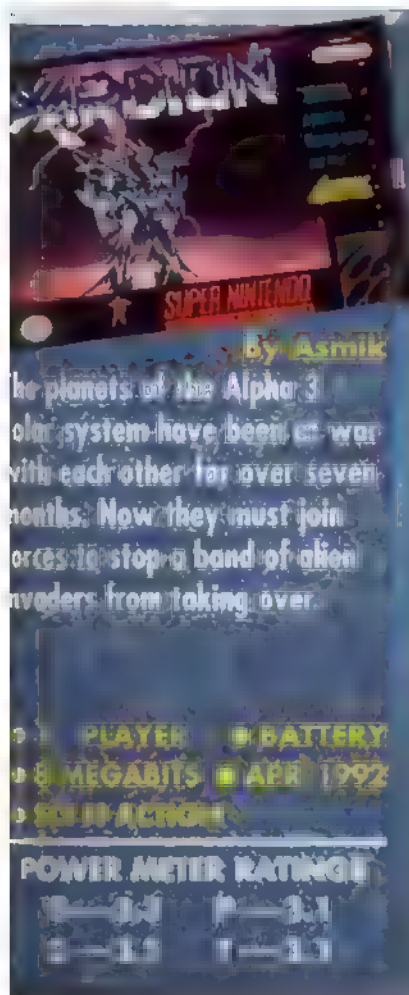
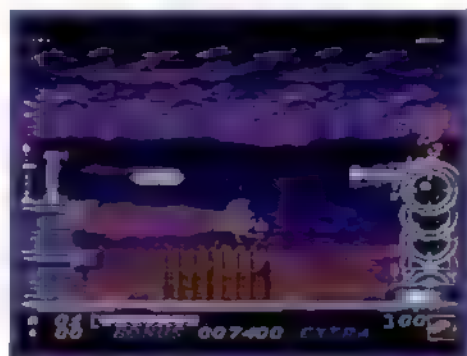




## WOLFCHILD

Plain and simple, Wolfchild is a generic side-scrolling action game. The main character runs around, collects items and Powers-Ups, finds secret areas, and blows away any enemies that happen to cross his path. Now that we've said that, if you give Wolfchild a chance, you'll find that it's a pretty decent game. Standard, yes, but not too bad all the same. By picking up the appropriate Power-Ups, Saul can transform himself into a wolf who has the power to throw fireballs of all shapes and

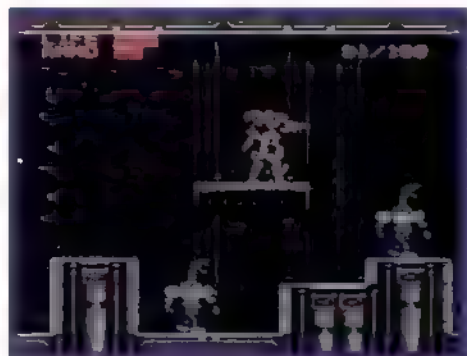
sizes. When Saul is low on power, his long range attack powers are gone and he'll have to fend off the enemies with his bare fists. Wolfchild features 5 action-packed stages, each with a couple of areas. There are three difficulty settings: Easy, Normal and Hard. The Easy setting is too simple for experienced gamers, but the Normal and Hard settings provide a good challenge. Also on the Option Menu, you can change the button configuration on the Controller to suit your playing style.



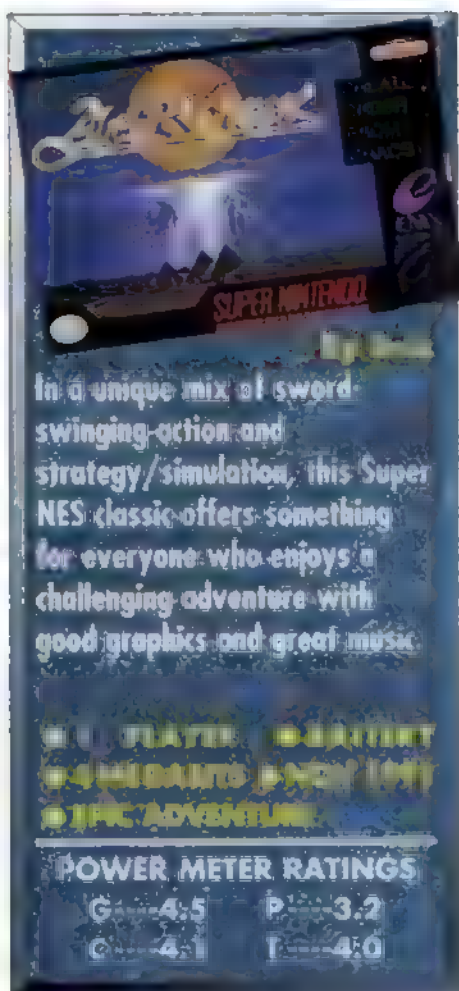
## XARDION

The three planets of the solar system, Oceansphere, Hollowsphere and Fiera have been set against each other in war for over seven months. They have viciously battled in the past, but now they are faced with a common enemy. Each planet has sent its finest warrior to help find the ultimate weapon: the Xardion. You control all three warriors in this search that will take you across five different levels. It is important to learn the strengths and weaknesses of each character so you can use them to maximum ability. There are areas in the

game that can't be reached if you don't use all three characters. Xardion is a basic Sci-Fi shoot-'em-up, with a little bit of adventure thrown in for good measure. As you blast your way through the levels, it is important to search every corner to find all the parts to the Xardion. This can be tough to do when the play control is as rough as it is in this game. The jumping ability is limited to left, right or straight up. This, in combination with the blocky animation, makes a good idea an average game.



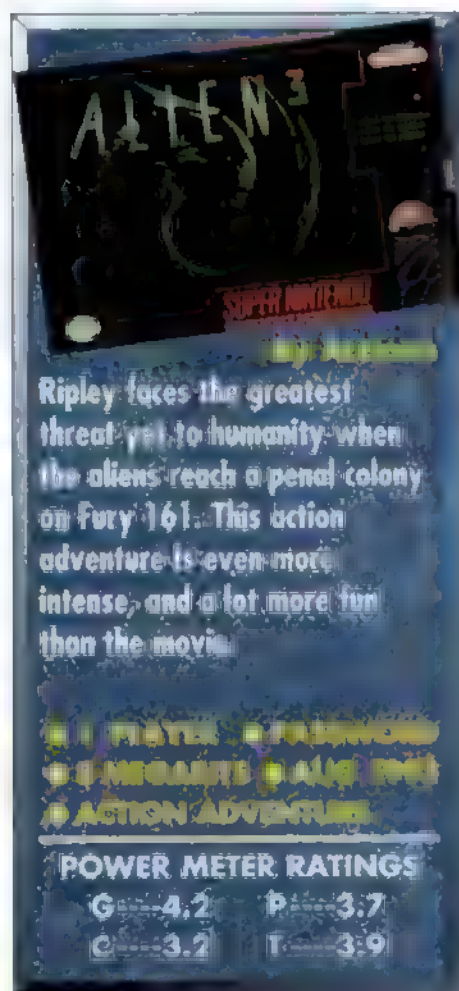
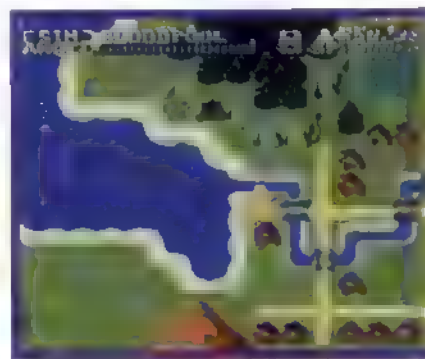
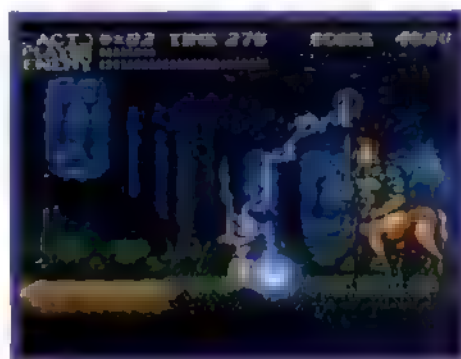




## ACTRAISER

The world has been overrun by monsters and only you possess the power to bring everything back to normal in this dramatic game that uses both action and strategy/simulation to present a compelling tale. There are six towns in the overworld. Your mission is to descend upon each town as an all-seeing being and to promote the growth of the towns by chasing away the monsters and destroying their lairs. You can also help the inhabitants spread out and rebuild in a sort of stripped-down

SimCity type of play mechanic. At each town is saved, you will be presented with a challenge that forces you to assume the form of a warrior. Make your way through a stage of side-scrolling action to defeat an evil being in one-on-one combat in the tradition of the Castlevania series. The game features graphics and sound that were ground-breaking at the time of release and play control that is easy to understand for both the simulation and action stages.



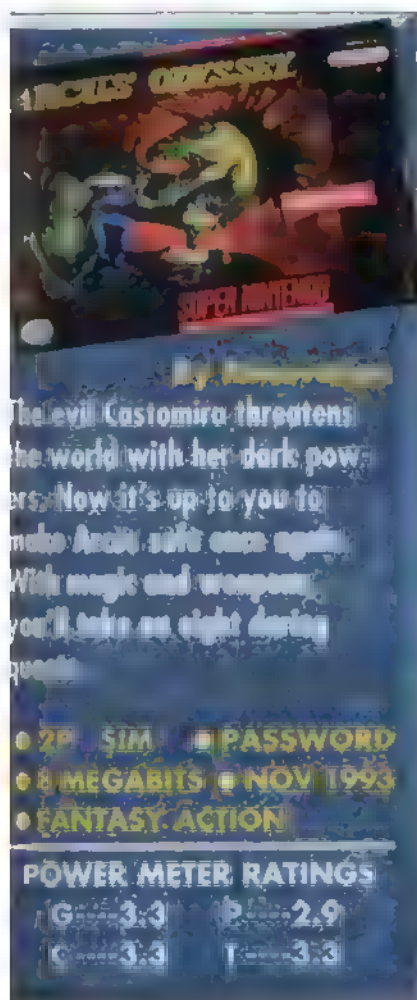
## ALIEN³

If you like action, lots of blasting and clock-ticking tension as the world is ready to explode, then you'll get plenty in Alien³. This game puts you in control of Ripley, who just can't seem to get away from the slaving aliens she discovered long ago. Working her way through the passages of the prison, Ripley must carry out missions that include repairing generators, eradicating alien nesting sites and rescuing prisoners. What makes it difficult is that you're doing all this while a horde of

aliens in various stages of development attack you. Your ammo and weapons are limited, so you must resupply Ripley whenever possible. Blueprints of the prison can be accessed at computer terminals to help you get around. Most all, the play control, graphics, sound effects and missions all add to the atmosphere of danger and reality. Super Star Wars, Super Empire Strikes Back and Alien³ are probably the three best examples of how good movie licenses can come alive in video games.



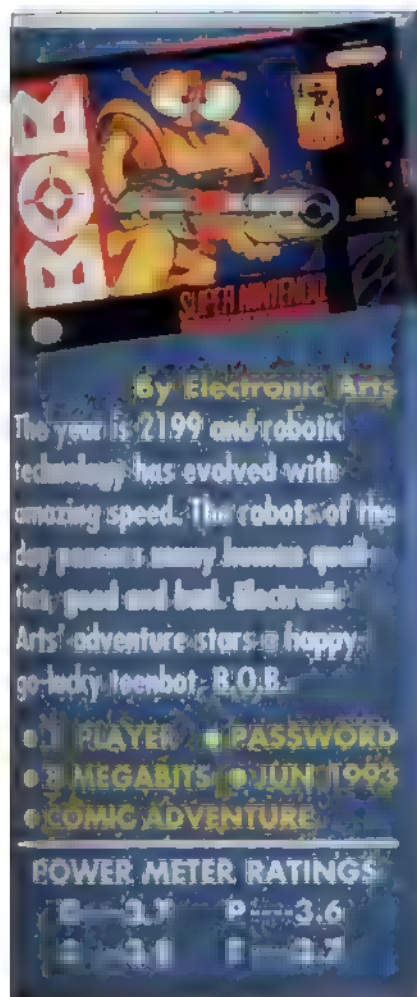
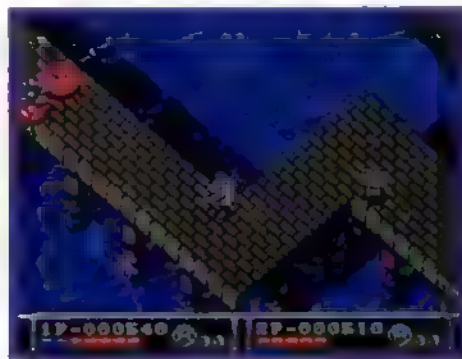




## ARCUS ODYSSEY

Castomira, a sorceress long thought destroyed, is being raised by dark forces and it is up to you to see that the forces of Light prevail. Although the story is fairly standard fantasy stuff, the game is an action game rather than an RPG. The three-quarter, overhead view is somewhat reminiscent of Solstice for the NES or Shadowrun for the Super NES, but the action is much more intense and challenging while the adventure elements are less visible. Still, Arcus doesn't have the intensity or the great play control of

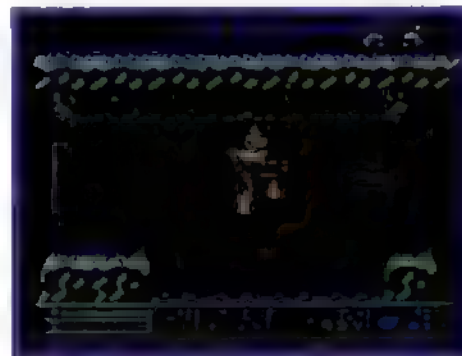
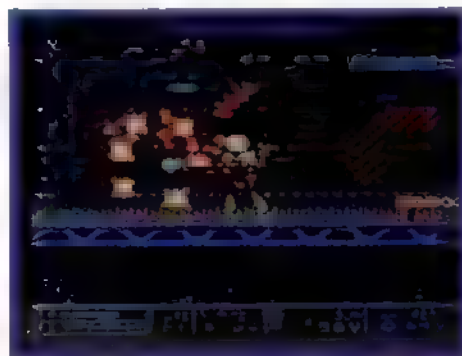
Magic Sword. One problem with the view is that, at first, it seems unnatural to be moving and fighting at 45° angles. After choosing from four heroes, you'll begin a long series of battles in eight stages. Two champions can play simultaneously, giving Arcus Odyssey added scope. There is a password feature to restore previous games. Magic levels can be increased five times. The graphics, based on Greek mythology, are a welcome change from the dungeons and dragons of most fantasy games.



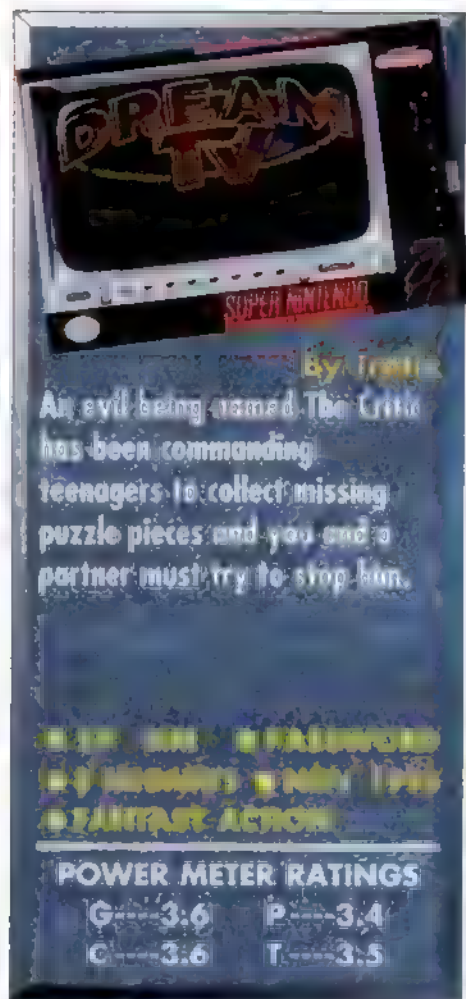
## B.O.B.

B.O.B. has a hot date and the keys to Dad's space car, but his dream date isn't to be. While speeding through the galaxy, he crashes into some space debris and lands on a strange asteroid. The car is totalled and there are some gnarly beasts watching from the shadows. It looks like he's going to be light years late for his date. He's fully programmed, though, and ready to use the handy gadgets he comes across. Helicopter hats and massive fighting fists are just a couple of the attach-

ments that B.O.B. can use as he explores the game's 45 challenging areas, looking for a way to reach his girlfriend's place. The game's Password feature will let you save your progress through all of those levels. Although the various regions have standard, side-scrolling layouts, the gadgets B.O.B. uses are inventive and fun, and the game has a sense of humor that gives it a fresh feel. With more than 40 different enemies, B.O.B. has plenty of variety.



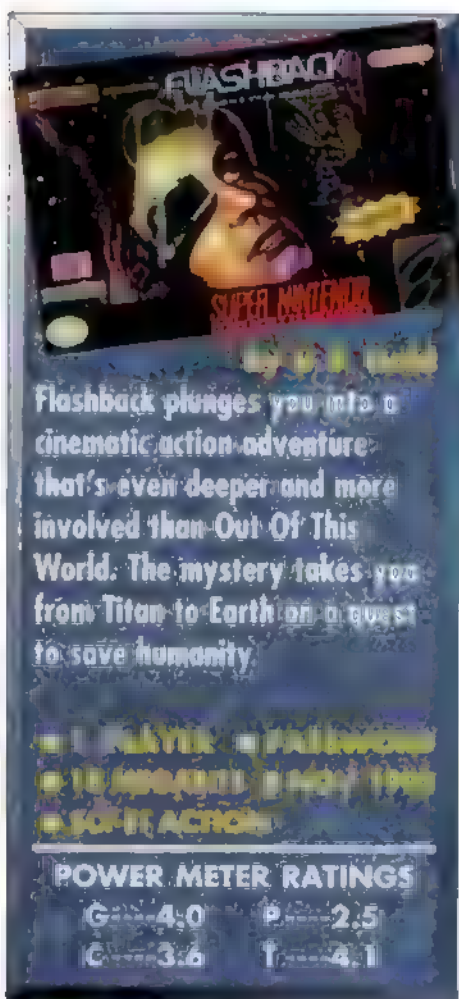
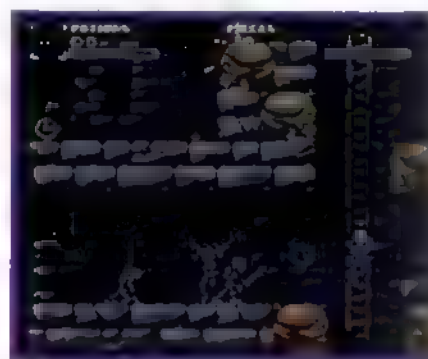
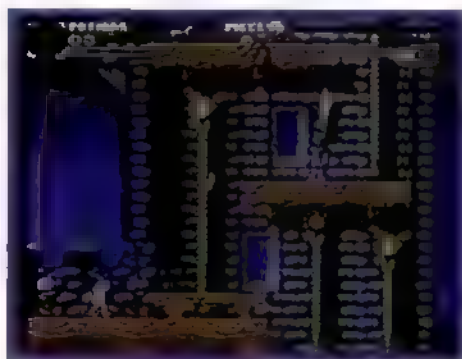




## DREAM TV

Are you up to the challenge? Dream TV takes a truly unique approach to a two-player adventure game by splitting the screen into two independent fields. Both players have freedom of motion within their half of the screen and the characters can come together to work as a team, which is necessary in some areas. As a one-player game, this same two-character game design is more difficult to use. You must alternate between the two characters. Sometimes when you leave a character, it will take damage while you are away using the second character, so you

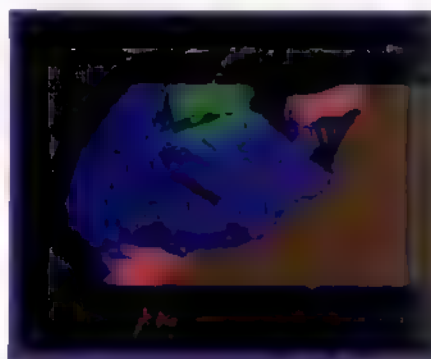
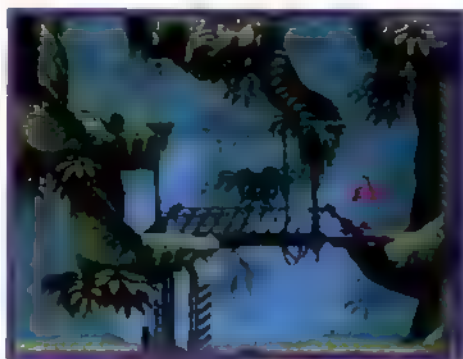
must be careful where you abandon the first. The action includes collecting items and weapons as well as lots of exploration and puzzle-solving. Dream TV gives the two players in a cooperative game more freedom than Goof Troop, but is less fun as a one-player game. The graphics are very detailed, but the split screen feature can become confusing when both players are in the same area of the game. Using the second character can be difficult, especially when you are trying to avoid enemies. With a little practice, fantasy action fans will find the game fun and exciting.



## FLASHBACK

The development team at Delphine in France, which made Out Of This World, has created another adventure using polygon-drawn close-up shots and rotoscoped animation with stunning graphic results. This sci-fi adventure begins in the jungle of Titan, one of Saturn's moons, and then proceeds to Earth and beyond. The fate of the Earth is in the balance, which is nothing new, but the depth of the story for a video game is almost unprecedented. You play Conrad Hart, a man who has lost his memory. You'll have to guide

him past aliens, through cities, and different planets, all while trying to solve the riddle of his past. The animation and sound in the game is so good that it becomes almost cinematic. But there is a down side. Controlling Conrad can be a chore early in the game before you get used to the unusual control functions. Once you are used to the versatility of a universal action button, the game actually becomes easier to play than Out Of This World or Prince of Persia.



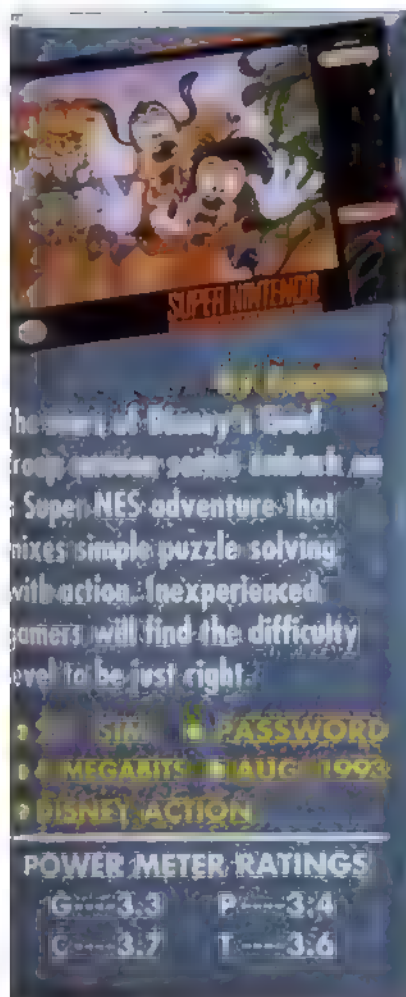
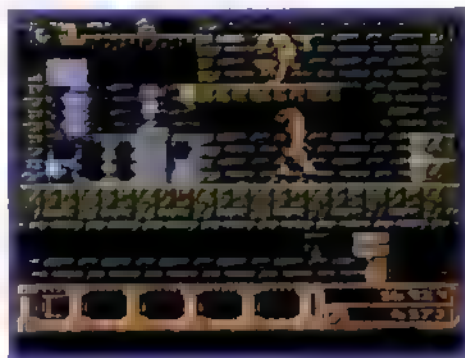
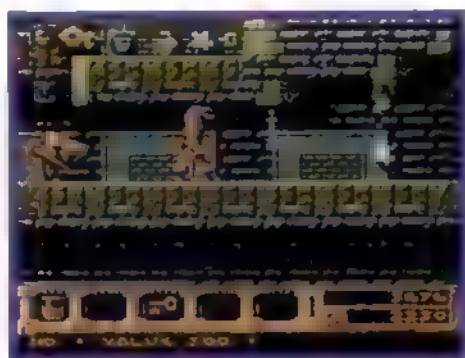




## GODS

Finding the key to immortality is not an easy task, as you will soon find out when you play *Gods* by Mindscape. There are four immense areas, each with three stages, that you must explore in your quest. At the end of each area there lies an extremely difficult boss who is set on stopping your progress. It is your task to build up enough strength along the way in order to beat them. There are many items and weapons you can find throughout the quest. The game is reminiscent of the classic NES game

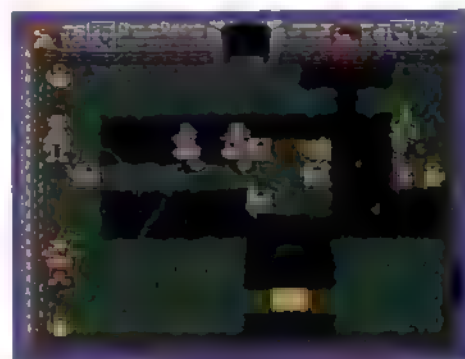
*Faxanadu*. The game is set up in a side-scrolling format, yet there are puzzles and problems along the way, similar to an adventure game. Many of the areas require you to explore and experiment in order to find your way through. The background graphics can become confusing at times. It becomes unclear where you can travel and what items you can use. At first, your character seems blocky and hard to control, but after some practice, players will find this an enjoyable game.



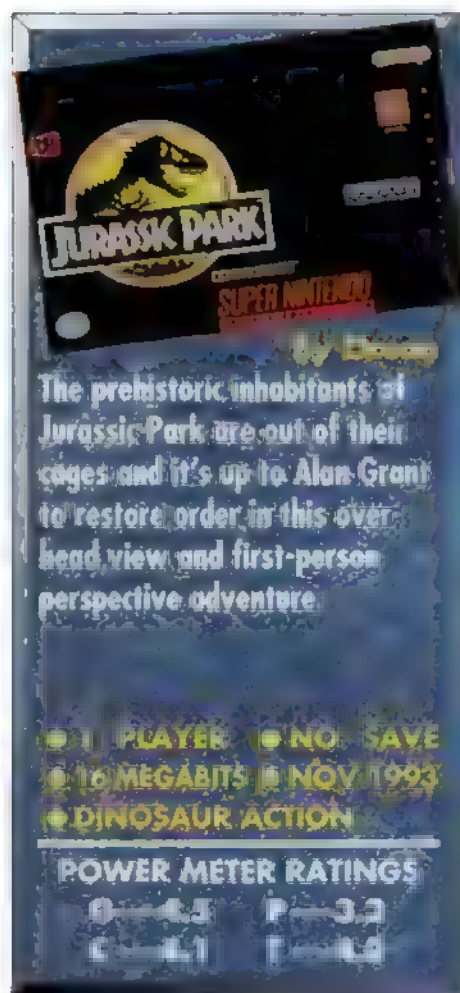
## GOOF TROOP

Goofy and his son, Max, are on a journey to save Pete and PJ from a band of pirates in this overhead-view action game. There are five big areas on Spoonerville Island. Each area is made up of several single-screen sections. Your challenge is to move from screen to screen and clear the areas on your way to taking on Keelhaul Pete, the pirate that kidnapped Goofy and Max's friends. The screens contain sliding blocks, objects that can be picked up and thrown, a few special items and

plenty of pirates. In some screens you must defeat all of the pirates before you can move on. In other screens your mission is to slide all of the blocks into the right places. Special items such as keys, sections of bridges and grappling hooks also play a part. The challenge is not incredibly high in this game. Most beginners should be able to go far with little trouble. The play control is intuitive and the graphics and sound are of a typical high quality for Capcom games based on Disney properties.







The prehistoric inhabitants of Jurassic Park are out of their cages and it's up to Alan Grant to restore order in this overhead view and first-person perspective adventure.

● 1 PLAYER ● NO SAVE  
● 16 MEGABITS ● NOV. 1993  
● DINOSAUR ACTION

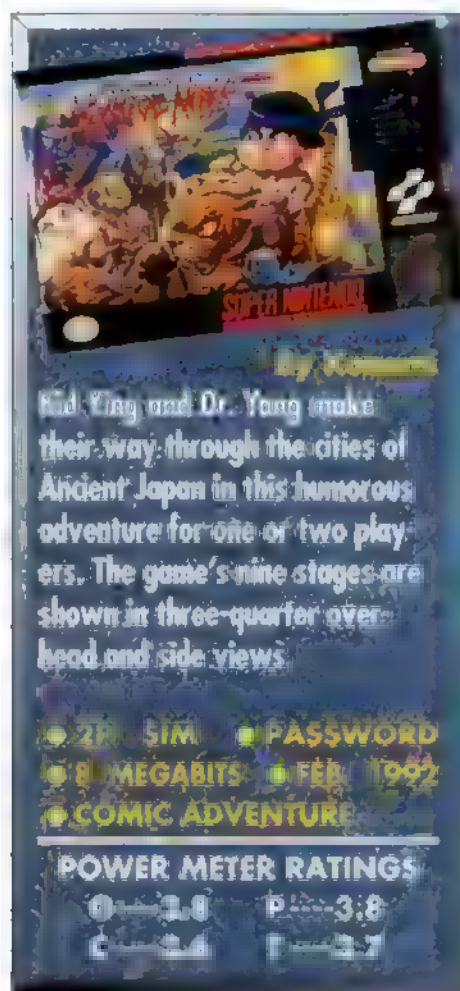
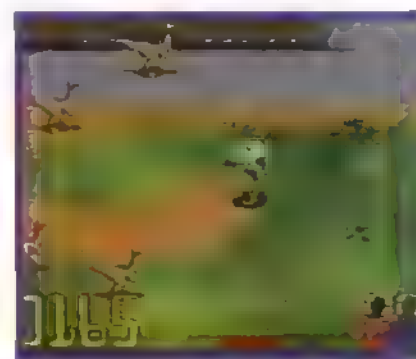
#### POWER METER RATINGS

C—4.5 P—3.2  
F—4.1 T—4.4

## JURASSIC PARK

The big blockbuster of 1993 is the inspiration for this unique adventure. The power in the high-tech compound of Jurassic Park has been shut down, causing general chaos. Your mission is to guide scientist Alan Grant through the park and bring it back on-line. The outside settings are shown with an overhead view, similar to the view used in *The Legend of Zelda: A Link to the Past*. As you guide Alan through the park, you'll come across wild dinosaurs, obstacles, weapons and use-

ful items. Alan can run, jump and his weapon. The action is shown in first-person perspective inside buildings. The scrolling motion is smooth and the dinosaurs are huge in these areas. Play control, which ports both the Super NES Mouse and the standard Super NES Controller, is easy to operate in the outside scenes but tends to be a little touchy in inside scenes. The music and sound effects are very well done and they are presented in Dolby Surround.



Kid Yang and Dr. Yang make their way through the cities of Ancient Japan in this humorous adventure for one or two players. The game's nine stages are shown in three-quarter overhead and side views.

● 2P SIM ● PASSWORD  
● 8 MEGABITS ● FEB. 1992  
● COMIC ADVENTURE

#### POWER METER RATINGS

C—2.8 P—3.8  
F—2.4 T—3.7

## THE LEGEND OF THE MYSTICAL NINJA

The Legend of the Mystical Ninja is a long adventure with nine stages, many different settings and a lot of pleasant surprises. Each stage begins in a town with shops and houses. Your mission in these three-quarter, overhead-view sections is to defeat the enemies that have invaded the towns, accumulate cash and buy supplies for the journey ahead. You can also sign up for lessons to learn new fighting techniques and get clues from the villagers. Some of the town even includes an arcade where you can spend

some of your cash on a round of the original Gradius game. The second section of each stage is a side-view challenge that puts you face-to-face with an enemy creature that is heading the efforts to take over control of the town. The graphics are rendered in a cartoonish style reminiscent of Japanese animation which is perfect for the light and humorous atmosphere of the game. The recent Pocky and Rocky is similar in style to this early Super NES adventure.



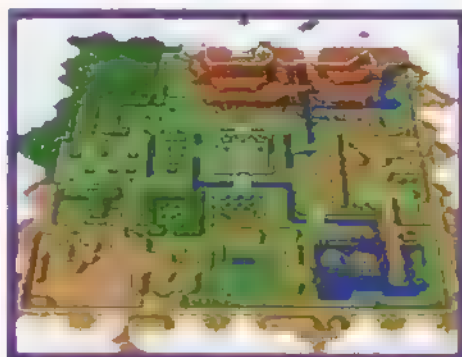


## THE LEGEND OF ZELDA

### A Link To The Past

A Link to the Past is one of the highest rated Super NES games of all time. It's no wonder. Everything about the game is excellent! The graphics, sound, play control, challenge, and theme keep you coming back for more and more. Agahnim, an evil wizard, has made off with Princess Zelda and seven other maidens. Each is locked away in a different dungeon. A young lad named Link must use all of his abilities to free them, defeat Agahnim, and restore peace to the land of Hyrule. Numerous

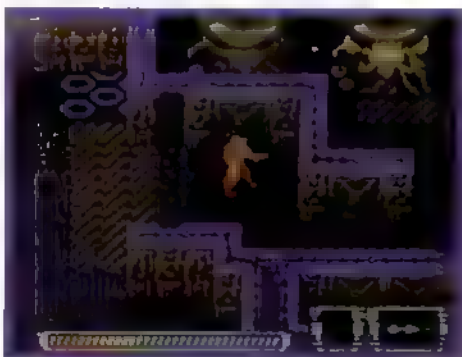
items and weapons, like the fabled Master Sword, will be extremely useful to Link. Battles with fiendish creatures of all kinds take place in both the Light and Dark Worlds. Tons of traps and other puzzling situations serve to keep you on the edge of your seat. Players of all ages will love this game because the game play is so great and is so easy to learn, but the story line is what will really hook you. It's a good bet that you'll have trouble putting the Controller down once you start playing!



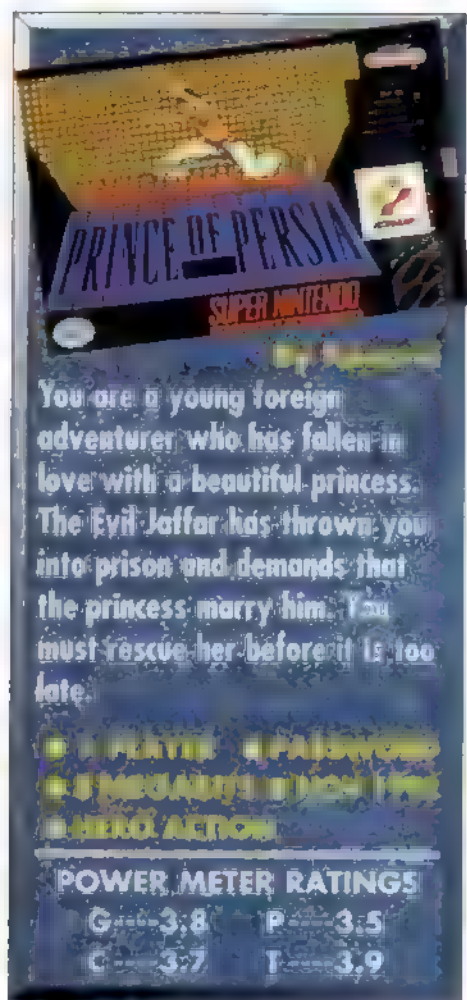
## OPERATION LOGIC BOMB

Operation Logic Bomb combines fast action and good play control in an overhead view environment with a unique style of cinema scenes that hints at the story without spilling the beans in the first sentence. You have been sent to penetrate a research facility and learn its secrets. Armed with a gun that shoots spread shots and rapid fire, you'll find an army of robots set against you. The robots aren't very smart, but they are everywhere and each stage is set up like a maze complete with transporters and

computer terminals that store blueprint maps. Work your way through the maze and collect high-powered weapons to make your task a bit easier. At the computer terminals, you'll also see recordings of events that seem to relate to your mission. Operation Logic Bomb is something of an action mystery since you're trying to piece together what happened here. Unfortunately, there is no save feature, so you have to make your way through the lab during one game session, which won't be easy.



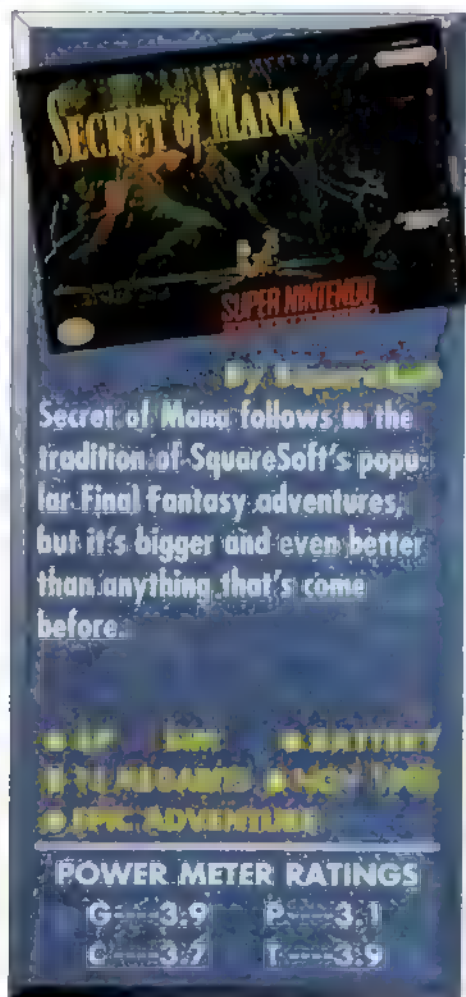
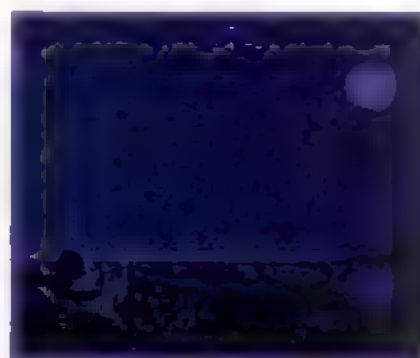




## PRINCE OF PERSIA

You must escape from the deepest parts of the dungeons and infiltrate the castle in order to save your princess. If you don't do it within two hours, you will lose her forever. This 20-level maze/action game will challenge even the best of game players. Every stage is filled with a wide assortment of dangers and obstacles. Spikes, pitfalls and well-armed guards are only the beginning of your problems. Powerful magic and mystical creatures bar your way at every turn. From the very moment you

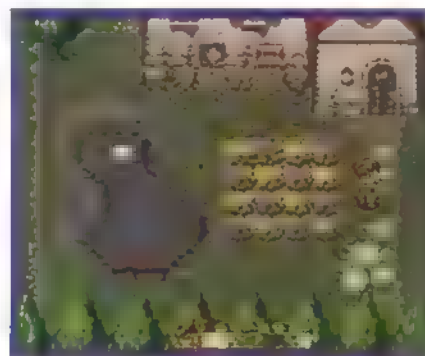
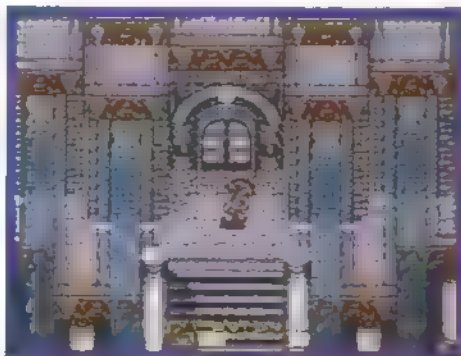
begin playing, you will notice strong graphics and incredible animation. Every move your character makes is highly detailed, giving you the feeling of watching a cartoon or movie. It takes time and practice to master play control, especially the fight. Once you do master it, you will find that the game responds well to your commands. The game offers a password feature that will allow you to access any level, and keep track of your best times throughout the game.



## SECRET OF MANA

Secret of Mana is an enthralling epic certain to hold adventure fans spellbound. Using many modes of transportation, including a flying dragon, players explore a wide variety of sites and terrain, all richly rendered and accompanied by music that is more than just background. The epic stars three main characters who are traveling in search of the Mana seeds that they need to seal the forces of evil permanently out of their world. On their journey they'll use an incredible collection

of weapons and cast seeds of spells. Secret of Mana is a 16-meg game that uses 3D 7 rotation and other sophisticated effects that make it as visually interesting as it is fun to play. It's also the best adventure game to take advantage of the Multi-tap accessory. Using the accessory, three players can control the three central characters, which makes the game even more fun. There are plenty of plot twists in the story line, and the screen text is entertaining as well.

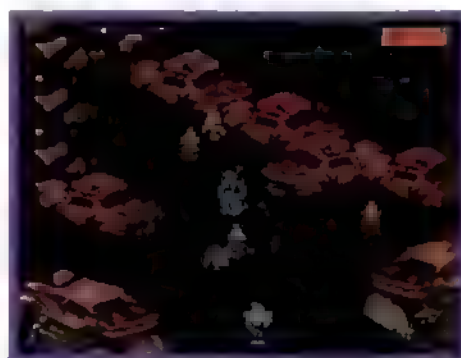




## SHADOWRUN

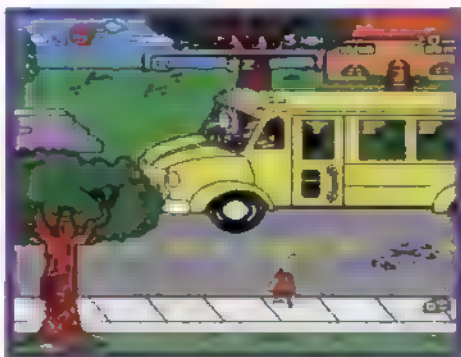
The year: 2050. The city: Seattle. Cybertechnology has replaced outdated telecommunications systems, new nation-states have replaced independent countries, and giant mega-corporations wield the power. Lurking in the darkness on the fringes of society are the Shadowrunners. As the adventure begins, you assume the role of maverick Shadowrunner Jake Armitage, lying on a slab in the city morgue. Things can only get better. The Super NES version is faithful to the original.

Jake must piece together the bits of information he finds while running the streets of Seattle to stop the Drake Corporation from seizing control of the region. Plenty of other shady characters want him out of the picture, so he must constantly watch his back. Although the graphics make small items hard to see, the game has a strong story line and exciting music. It's a great combination of role-playing and adventure that's sure to please Shadowrun followers.

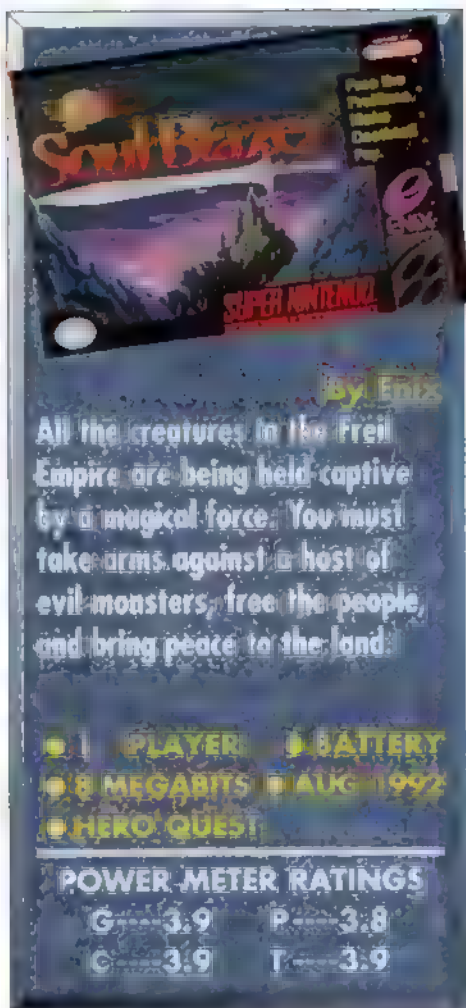
THE SIMPSONS  
Bart's Nightmare

Bart's Nightmare begins on a strange street where Lisa can turn Bart into a frog and where mailboxes come to life. Our young hero must collect Zs to stay asleep and find his homework pages. When Bart jumps onto a page, he is sent into one of eight stages. If he can clear a stage, he'll be able to keep the page. The stages include a Raiders of the Lost Ark parody where Indiana Bart jumps through trap-filled ruins and a "Bartzilla" level where the big green guy goes up

against monster versions of Marge and Homer. There's also a Bartman level, an Itchy and Scratchy stage and a stage where Bart swims through his bloodstream and destroys germs. The play control varies in quality from stage to stage. Some stages are easier to figure out than others. The Itchy and Scratchy levels, for example, feature very intuitive play control, but the street scene and Bartzilla stage are somewhat frustrating.



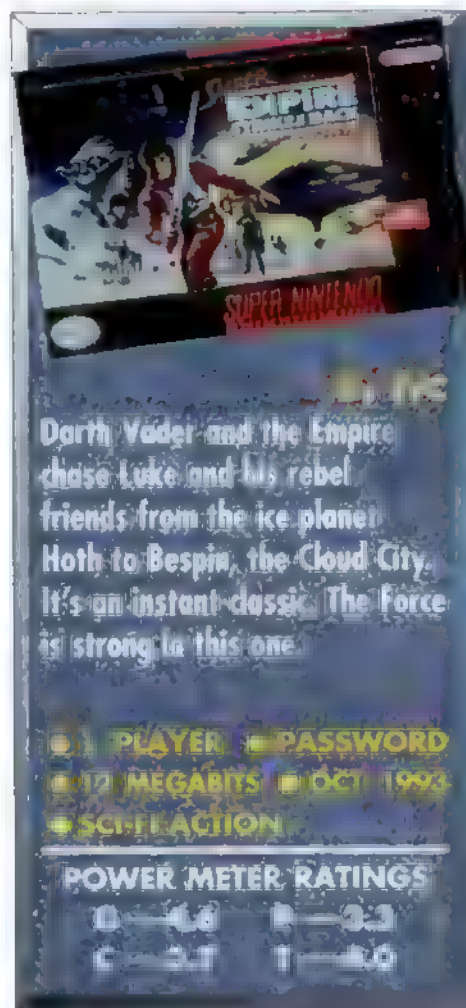
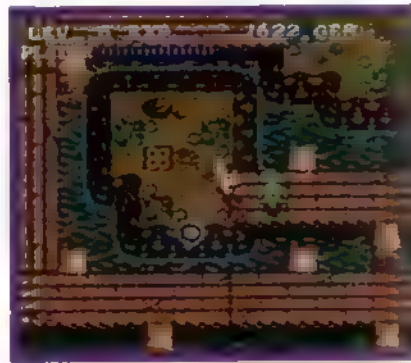
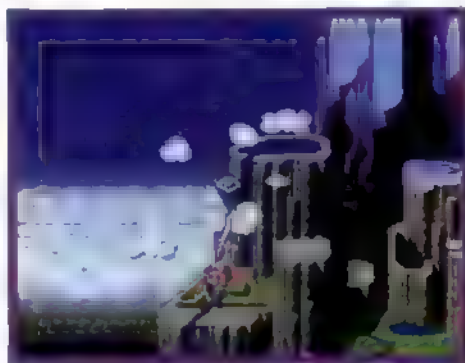




## SOUL BLAZER

Soul Blazer by Enix is an adventure game that is reminiscent of Crystalis for the NES. Your quest is to destroy the monsters that have overrun the land, while releasing all the captive people, creatures and objects throughout the world. Along the way you must build your strength and improve your equipment. Although many hours may be spent finding all of the best armor and weapons, the effort will make your journey easier to complete. The fighting in each stage tends to be easy as long as you use the correct equipment. When

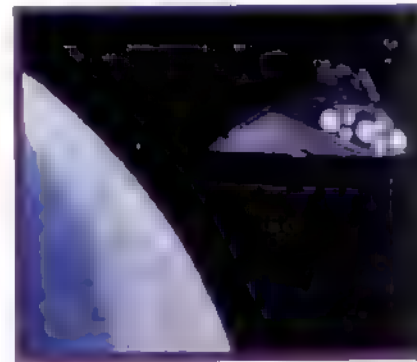
you get to the boss the fighting much tougher, and you may need to raise your level before you can hit him. There are a total of six long stages to complete before you get a chance to test your skills against Deathtoll. The graphics are fairly well-detailed, making it easy to see the important items on the screen. Both the music and sound are very well done. The play control has a natural-feeling response, making movement easy, but the battle location may feel odd to some players.



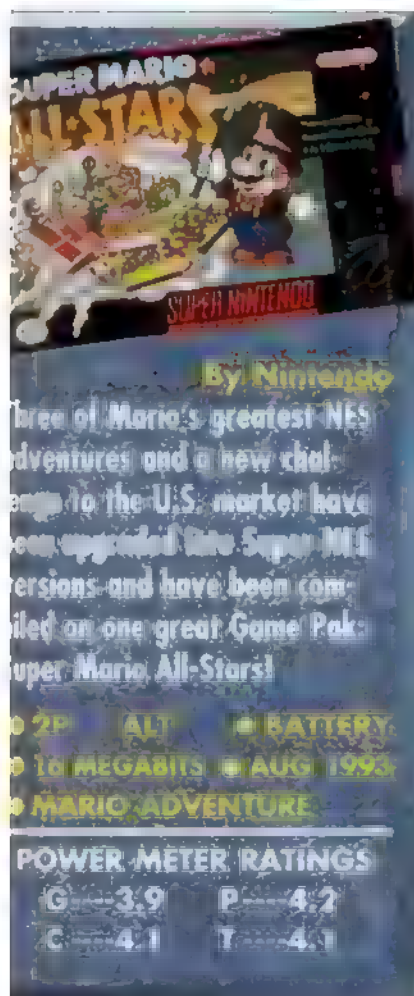
## SUPER EMPIRE STRIKES BACK

The same development teams at LucasArts Entertainment and Sculptured Software that made the '92 hit, Super Star Wars, were also responsible for Super Empire, and they did an even better job. Top quality graphics and sound can be found in every level. Sound effects from the actual movie were used and frames from the movie were copied to provide some of the character animations. The result is beautiful and truly representative of the classic sci-fi movie. The big revolution of Super Star Wars was the inclu-

sion of a variety of action stages. The same tradition continues with Super Empire. Special stages include riding Tauntaun, flying a snowspeeder in a Mode 7 stage while attacking Imperial Walkers and a first-person view of a battle in the Millennium Falcon. Scrolling stages include the Rebel Base Hoth, the swamp world of Dagobah where Luke gains cool Force Powers, the Cloud City. The final battle pits Luke against Darth Vader. The only complete game is Super Star Wars.



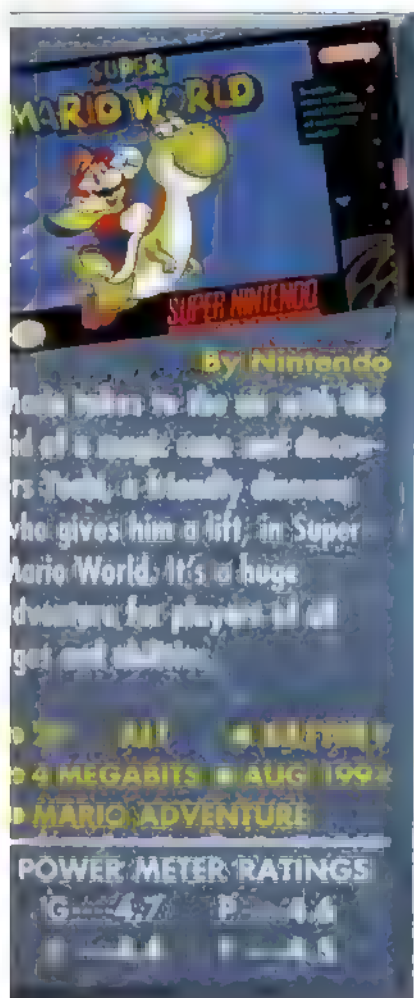




## SUPER MARIO ALL-STARS

Many people are very familiar with the original Super Mario Bros. game as well as Super Mario Bros. 2 and 3. These three excellent games have undergone a "facelift" with the addition of Super NES-quality graphics and sound. However, many people are not familiar with the "newest" game on the compilation Game Pak—The Lost Levels. Initially the game was only available in Japan and was not available in North America until Super Mario All-Stars was released. Imagine going past World

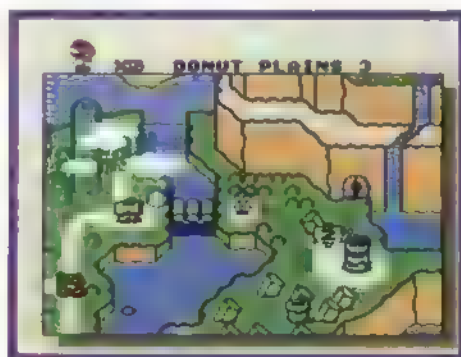
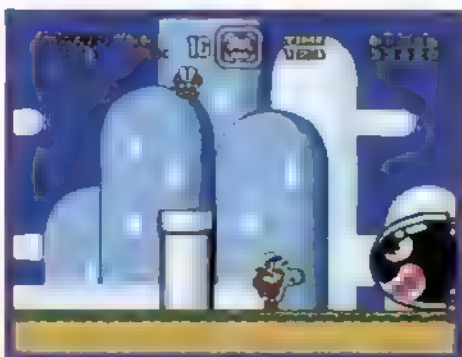
8 in the original Super Mario Bros. game. The difficulty level of The Lost Levels is elevated to that point and beyond to provide gamers with the ultimate Super Mario Bros. challenge! It's very difficult. There are 13 new Worlds for Mario or Luigi to explore in The Lost Levels. The theme is the same, but the layout is all new! The addition of Poison Mushrooms and negative warps make things a lot more interesting. With the battery-backed memory, you can save up to four game files per game.



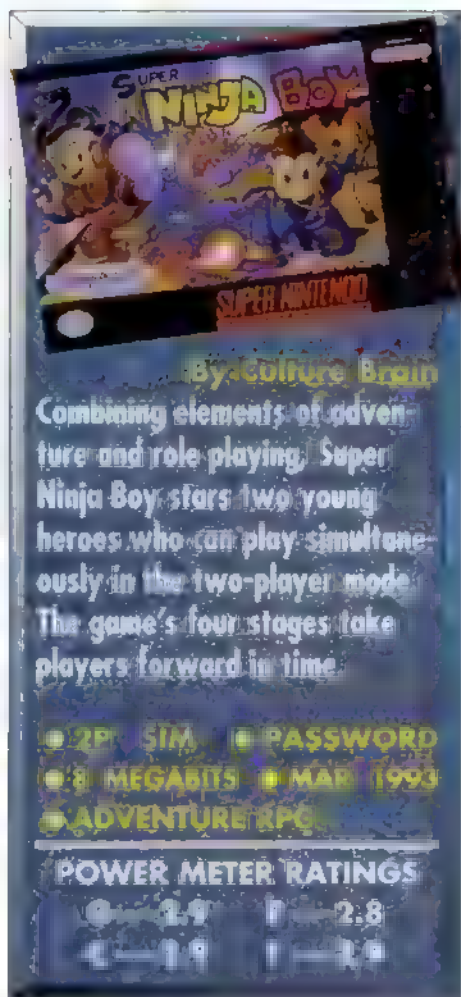
## SUPER MARIO WORLD

Mario's Super NES adventure takes him to unbelievable heights (and depths) as he searches for the missing princess and frees the dinosaurs imprisoned by the Koopa clan. The trek takes him and his new companion, Yoshi, to such places as the vast and varied Donut Plains, the intimidating, tower-like Cookie Mountains and the deep, dark Chocolate Island. When he finds feathers, he automatically spins into his magic cape, which gives him the power to soar. A host of new enemies await

and the dastardly Koopalings return to help Bowser create havoc in Dinosaur Land. The game, which debuted with the release of the Super NES, has seven Castles, each guarded by one of the Koopa Clans, and there are 74 areas to explore in all. Many hidden areas and exits are accessible to only the most adventuresome and curious players. Super Mario World's excellent play control and many whimsical, playful elements make it suitable to players young and old, experienced and not.



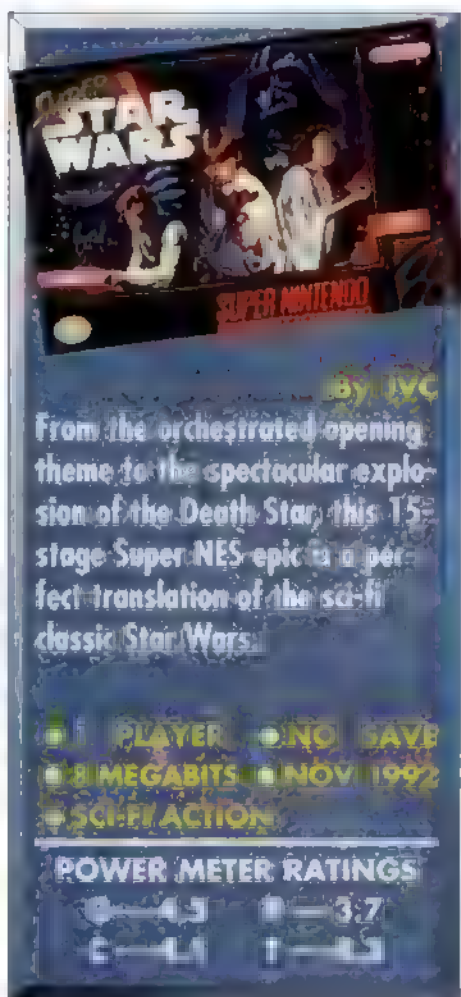
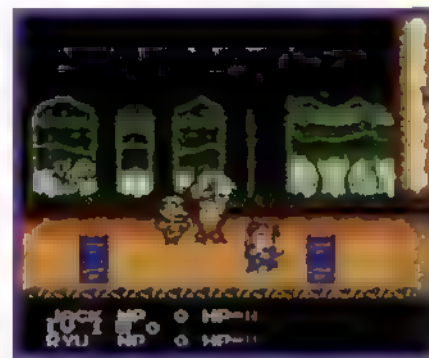
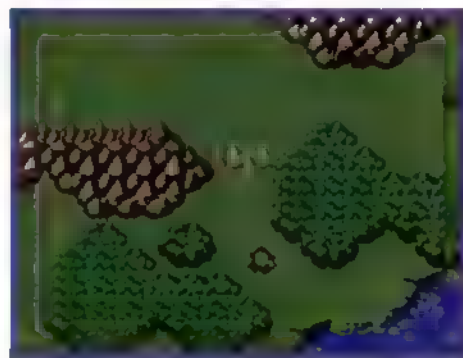




## SUPER NINJA BOY

After a Universal Peace Conference is held in Chinaland, peace prevails for some time before the forces of evil emerge to challenge the emperor's power. In answer to the emperor's growing concern, Jack and Ryu team up to investigate the situation. Their travels take them through Chinaland, Mysteryland, Fairyland and Futureland. As they go, they gain experience, use several interesting vehicles, learn many magic spells and collect lots of cool items. The view is from overhead as they travel the overworld, but when

they encounter enemies, they bat them in action-packed side-scrolling sequences. Originally available in Japan, Super Ninja Boy is roughly translated for the American market; the screen text is awkward and sometimes makes little sense. There is a wide variety of weapons, attacks and magic spells, but the graphics and plot control make the game feel dated compared to some other, more sophisticated adventure/role-playing games on the market.



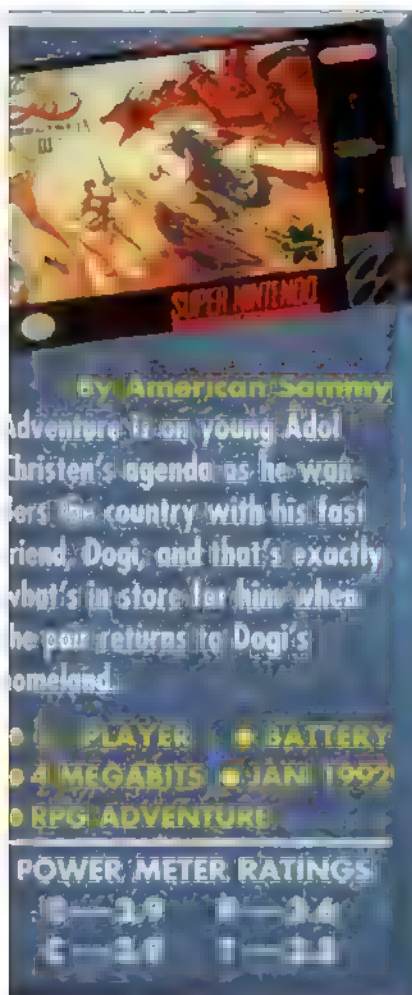
## SUPER STAR WARS

Super Star Wars faithfully follows the story of the sci-fi classic Star Wars from scene to scene with a few embellishments, which add to the enemy blasting action. The game begins on Tatooine where Luke Skywalker and Obi Wan Kenobi set off to save Princess Leia from Imperial Forces. You control Luke in side-scrolling stages set in the desert of Tatooine and inside the giant Jawa Sandercrawler. A Landspeeder stage, which makes use of the Mode 7 capabilities of the Super NES, adds variety to

the action. After Luke and Obi Wan meet up with Han Solo and Chewbacca, these two adventurers become characters that you can control as well. The game continues with a race to the Millennium Falcon, a head-on battle with Imperial spaceships, scenes inside the Death Star and a final fight in an X-Wing fighter. The side-view stages and the head-vehicle stages are both easy to control and the music and sound effects sound though they have been lifted directly from the movie's soundtrack.



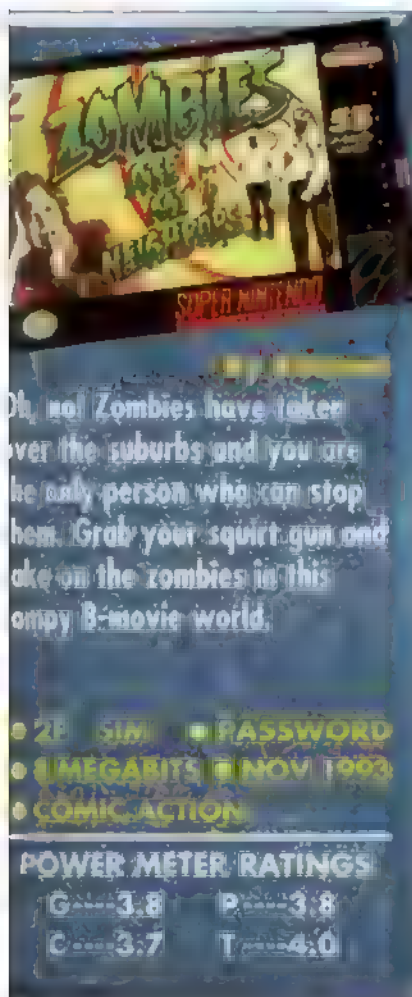
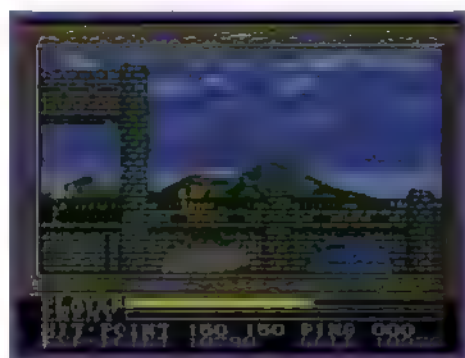




## WANDERERS FROM YS III

After delivering peace to the people of Ys, Adol and Dogi return to Dogi's homeland to find terror and turmoil. When the beleaguered people of Redmont tell them about the evil emanating from a nearby quarry, it is Adol who answers their pleas for help. Thus begins the adventure that will take him from the depths of the quarry to the mountains beyond, where the evil Gabalan reigns. He may wander far from Redmont on his quest, but he returns often to talk to the townspeople

for advice. They give him information about the special items he finds and suggest methods he can use to battle his major enemies. There are 16 special items to find and six major enemies to defeat in five different regions. Although it doesn't have the depth or sophisticated graphics of some of the newer adventures available, *Wanderers From Ys* is a challenging and entertaining game nevertheless, and should be a hit with adventure followers.



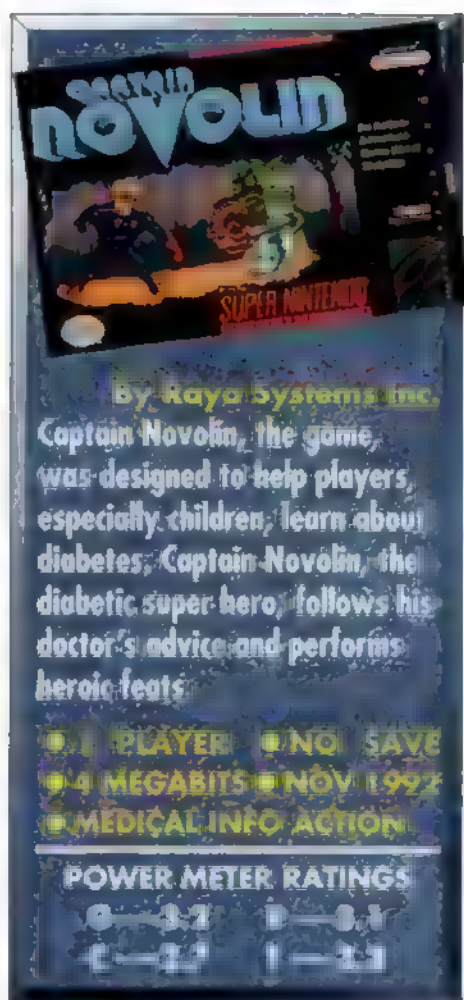
## ZOMBIES ATE MY NEIGHBORS

Konami and LucasArts have worked together to create an action game that is incredibly fun to play. *Zombies Ate My Neighbors* is similar in feel to the old B-movies that haunt late night television today. The dastardly Dr. Tongue has sent his monster hordes into suburbia to take control, and only you can stop him. Armed with everyday household objects, you set out to save the helpless and hapless victims. There are 48 different stages, each full of campy creatures, for you to explore. Each stage contains many

hidden areas that require a sharp eye to locate. The top view, in combination with the detailed graphics, make the game easy to follow yet challenging to play. Cheesy (but well done) sound effects add to the B-movie appeal. The game does offer you a password every few levels, but it's still tough to finish the game. The two-player mode requires some teamwork to play but makes it easier to finish some of the stages. You can choose to play as either Zeke or Julie, whose abilities are equal.







By Raya Systems Inc.  
Captain Novolin, the game, was designed to help players, especially children, learn about diabetes. Captain Novolin, the diabetic super hero, follows his doctor's advice and performs heroic feats.

1 PLAYER NO SAVE  
4 MEGABITS NOV 1992  
MEDICAL INFO ACTION

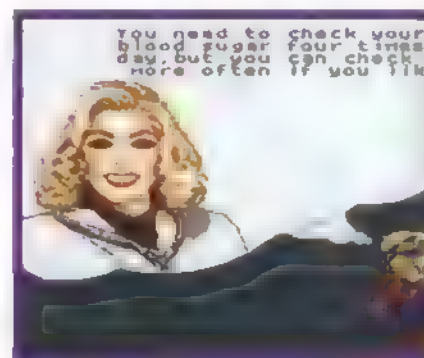
POWER METER RATINGS

G-3.2 P-3.1  
C-2.7 T-2.1

## CAPTAIN NOVOLIN

As the game begins, an urgent news bulletin reports that the Mayor, who has diabetes, has been kidnapped. He has only 48 hours of medication, so someone must act fast. Super hero Captain Novolin, who also has diabetes, answers the cry for help, but before he sets out, he listens to his doctor's advice about how to administer his medication and what foods will keep him healthy for the arduous task ahead. The game not only shows players with diabetes how to stay healthy

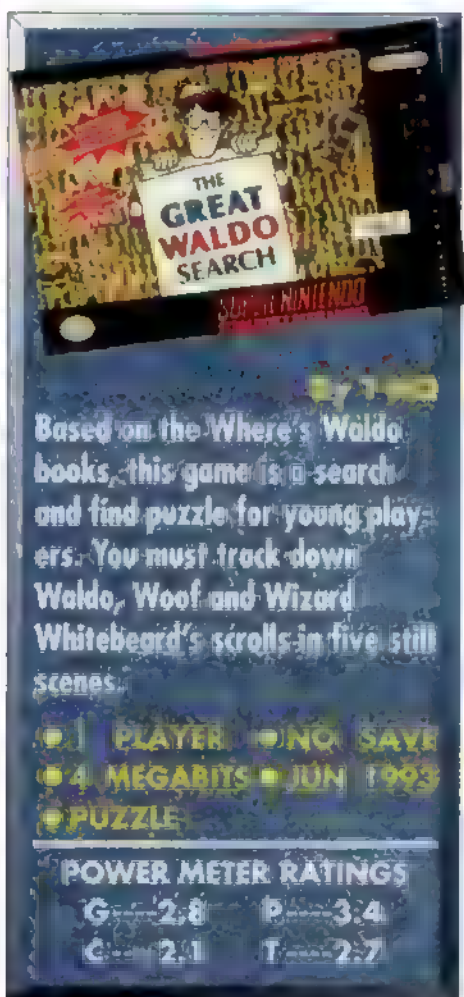
by eating right and taking regular medication, it also teaches about the condition and how it affects the body. It is conceived as a fun way for players learn about dealing with the condition. Instead of just hearing about the consequences of not eating right or missing doses of insulin, they can see what happens to the Captain when he fails to follow the doctor's advice. They have help with the rescue by feeding him right foods, giving him the right doses and monitoring his blood glucose level.



## THE GREAT WALDO SEARCH

The hard-to-find hero, Waldo, and his dog, Woof, are lost in the Realms of Enchantment. It is up to you to find these randomly-placed heroes and Wizard Whitebeard's scrolls in five still motion scenes. You move a magnifying glass across the scenes and press a button when the glass is on one of the objects that you must find. Single out clocks for extra time or other items for extra points. When you find Woof, you'll enter a flying carpet bonus stage for more points. A special

helper mode allows a person using Controller II to make the game scroll automatically to the general area where an object is hidden. An Easy difficulty setting leaves objects out in the open. In a Hard setting, objects are sometimes partially covered. In the Great Waldo Challenge, the screen is full of Waldos. You must find the one that is missing a shoe. The graphics are simplistic and minimally animated. The sound is serviceable but not spectacular.



Based on the Where's Waldo books, this game is a search and find puzzle for young players. You must track down Waldo, Woof and Wizard Whitebeard's scrolls in five still scenes.

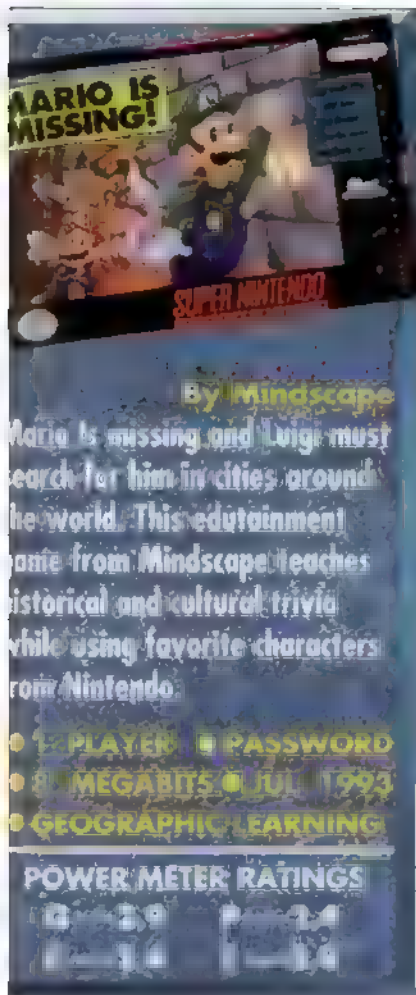
1 PLAYER NO SAVE  
4 MEGABITS JUN 1993  
PUZZLE

POWER METER RATINGS

G-2.8 P-3.4  
C-2.1 T-2.7



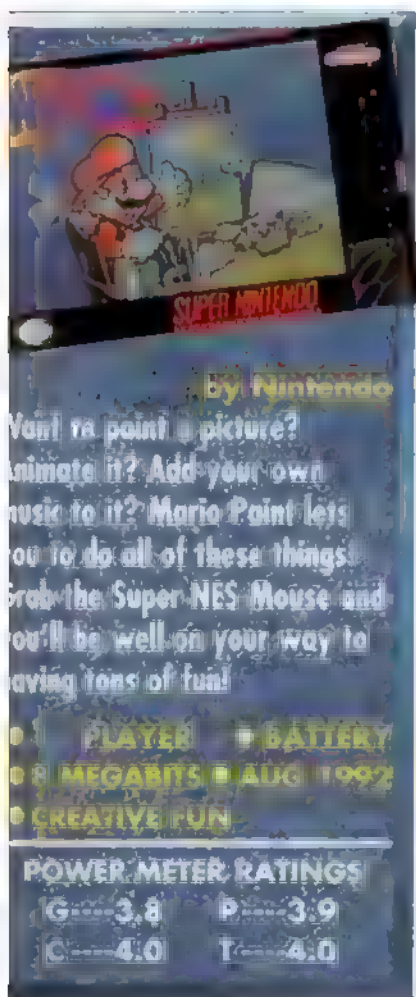
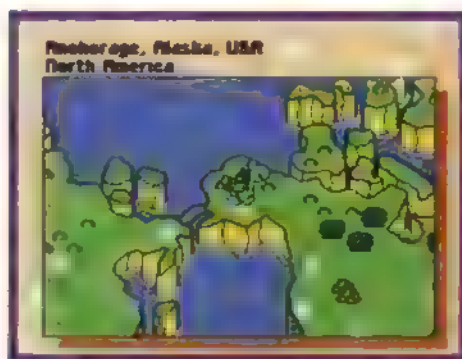




## MARIO IS MISSING!

Mario Is Missing was well-named since not only has Mario been kidnapped by Bowser, but the action style of game play associated with other Nintendo's Mario games is also absent. Instead of the traditional Koopa stomping, mushroom-chasing action you might expect, Luigi must wander the streets of 15 cities around the world in search of clues. The clues are facts about a city and Luigi can use those facts to obtain missing artifacts from that city; artifacts that have been stolen by Koopas. Luigi

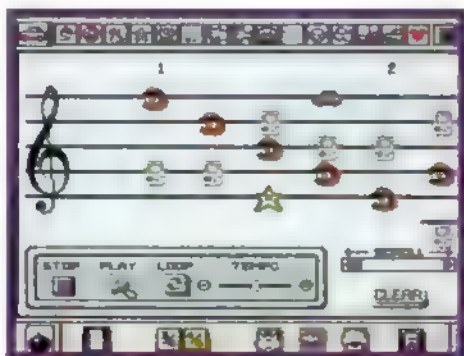
has a computer to store the clues, a Globulator to move around the world, a city map for navigating in town and a photo album showing pictures of his triumphs. By playing the game, you'll learn cultural facts and, eventually, you'll rescue Mario. Instead of comparing Mario Is Missing to other Mario games, it is better to compare it to the popular Carmen Sandiego series of games, which also deals with stolen artifacts throughout the world.



## MARIO PAINT

Mario Paint, which comes complete with the Super NES Mouse and Mouse Pad, is a departure from the action and adventure games that Mario starred in previously. It's an innovative graphics program that lets you design scenes, compose music, create animation and even combine all three. And you don't have to be Picasso to paint like a pro. Using the Super NES Mouse as your video pen, you can create fabulous works of art, and other tools such as paintbrushes and erasers let you edit

your own masterpieces. Use the stamps that come with the program or design your own to either use in a composition or create animated sequences. Animate four, six or nine frames, then put it all to music and save it on the battery-backed Pak. You can also videotape your creation and send it to a friend. The possibilities are endless with Mario Paint. It's versatility makes it a great choice for players of all ages and abilities, and the complete package is also a great value.



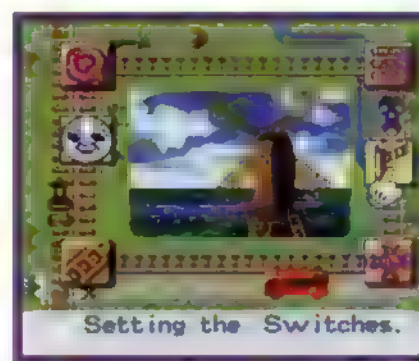
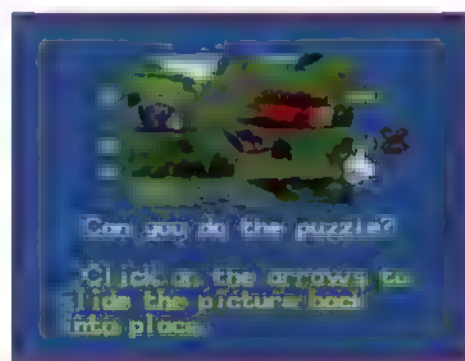




## THOMAS THE TANK ENGINE & Friends

Thomas The Tank Engine combines the storybook character with an assortment of puzzles, races and other activities. Thomas moves around a track from one activity to another, stopping at each new activity where the player can choose to proceed or stop. Although the game is designed to be a reading aid, the storybook sections are presented as cinema scenes with screen text. You can choose from three tales concerning Thomas and his mechanical roundhouse friends. The game also

asks questions about the events in the story, offering you a choice of answers. There are two kinds of picture puzzles to solve. In one, you must correctly position pieces to form a picture. In the other, the picture is cut into strips and the strips have been jumbled. Thomas can race other locomotives, connect tracks in other areas. Since activities are so simple, even with the levels of difficulty based on age, even very young players will find extended play both challenging and interesting.



## WHERE IN THE WORLD IS CARMEN SANDIEGO?

Use your knowledge of geography and your ACME Comlink computer to follow the trail left by Carmen and her cunning henchpersons. The powerful little PC is on-line with the Interpol database, which holds information about all of the gang members and their comings and goings. Study their dossiers to learn what you can about each of them, then compare your investigation notes gathered from informants and witnesses you talk to in order to see who is the most likely culprit for each crime. If you can match

three traits positively, you can I.I. suspect and get an arrest warrant. Success depends on knowing when to go, so your knowledge of geography will be put to the test. Like When Time is Carmen Sandiego?, it offers you the option of reading the screen text in any one of five languages. Includes a good mix of easy and difficult clues, but you do need to have working knowledge of geography to start with in order to become a Super Sleuth.





## WHERE IN TIME IS CARMEN SANDIEGO?

Carmen takes her team of thieves from daytime T.V. to Super NES game fame for a time-traveling romp designed to keep you guessing. You play the super sleuth and track the V.I.L.E. bunch down in time, traveling by Chronoskimmer to investigate crimes reported by the Time Patrollers. Study the thieves' dossiers to learn what makes them tick. Sometimes informants drop clues that will help you identify the perpetrator. Record the tips in your evidence file and compare the

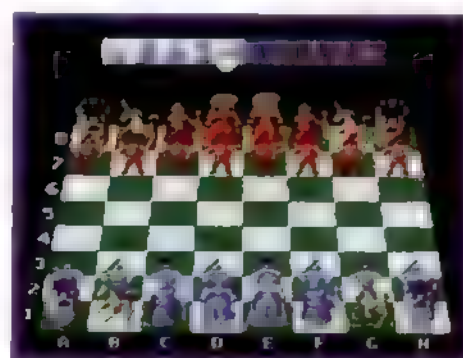
file to the dossiers to come up with a match. The password feature lets you save your progress towards earning the rank of Super Time Sleuth. Billed as an Edutainment game, it makes you use historical and geographical information to follow the path of the thief and nail him or her red-handed within the time allowed. Studying a foreign language? Challenge yourself to playing the game in your second tongue and practice your language skills while you learn about history and geography.



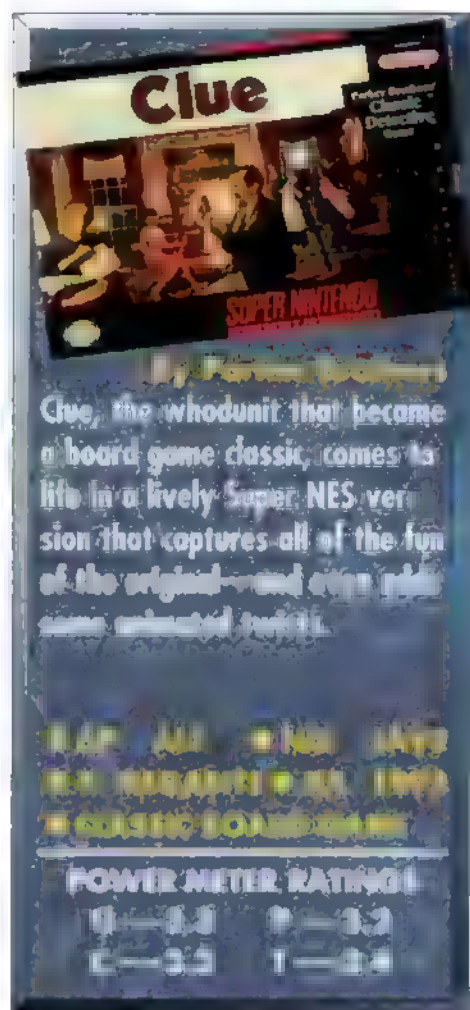
## THE CHESSMASTER

There are 16 levels of difficulty in The Chessmaster. This allows for players of many different skill levels to enjoy a game and be challenged by the computer-controlled chessmaster. There are also options that teach players the basic moves and more advanced maneuvers. If you're stuck and you'd like a clue as to where you should move next, you can ask the computer. The Chess board is shown with your choice of three different displays and two different sets of Chess pieces. The 3-D View shows a

board and pieces that are drawn with perspective to give them dimension. The 2-D View is a flat representation of the board and pieces. The War Room features a smaller version of the 2-D View along with a list of pieces that have been captured and several tips that will clue you in on what you should do next. While there is no save feature, a board set-up option allows you to arrange the pieces any way you like so that you can continue a previous game.



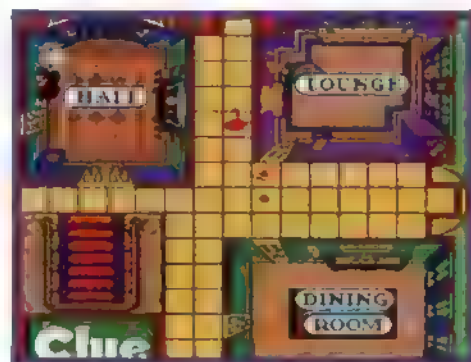




## CLUE

As many as six players can uncover clues in this classic detective game, and the investigations can take place in any one of five difficulty levels, ranging from Amateur to Detective. All of the familiar faces are back in the video lineup, and you can choose to be any of the six. Professor Plum, perhaps? The various characters all have their own strengths and weaknesses. In the beginning, no one knows who the guilty party is—you might even end up accusing yourself of the gruesome crime.

You must choose your words wisely because you can ask a limited number of questions and make only so many suggestions. The murder scenarios, selected randomly by the computer, Gung-ho gumshoes and savvy sleuths might just find Clue more fun than it is in its video version. It's fast-paced, it keeps the fun factor intact while eliminating the need for board, cards and game pieces—and you don't have to round up any friends in order to



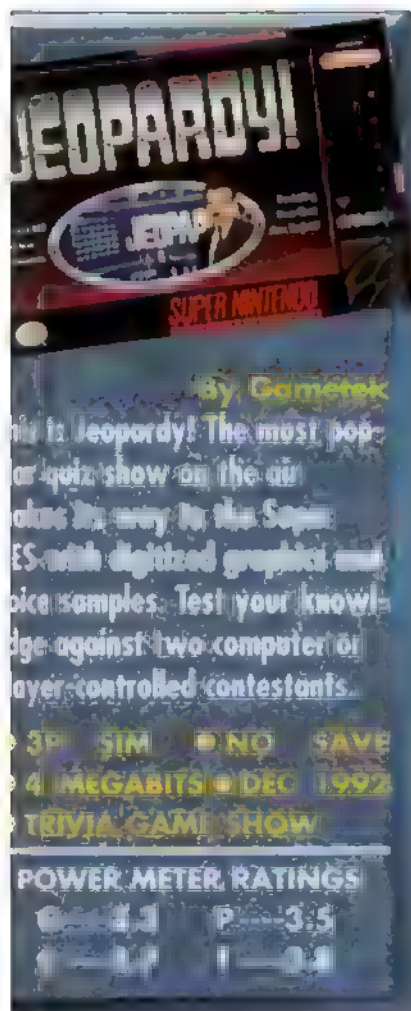
## FAMILY FEUD

Gametek's Super NES version of Family Feud captures the spirit of the TV game show by faithfully reproducing the elements of the game. This game asks contestants to come up with the most common answers to phrases with a missing word or words. You can play or pass, but if you pass and the computer opponent or a human opponent guesses the right answer, you lose control of the board. The only thing missing from the original TV game is that you don't get to poll the audience on the most popular responses. Several

families can be chosen in the game to represent you, but the graphics are probably the weakest part of this game. Luckily, you don't need great graphics in what is basically a trivia contest. Family Feud is simple to understand and play, unlike the more complex Wheel Of Fortune and Jeopardy! Super NES games from Gametek. Spelling isn't even an issue since the game has a data base for correct answers including common misspellings. Play Family Feud with two teams for the most



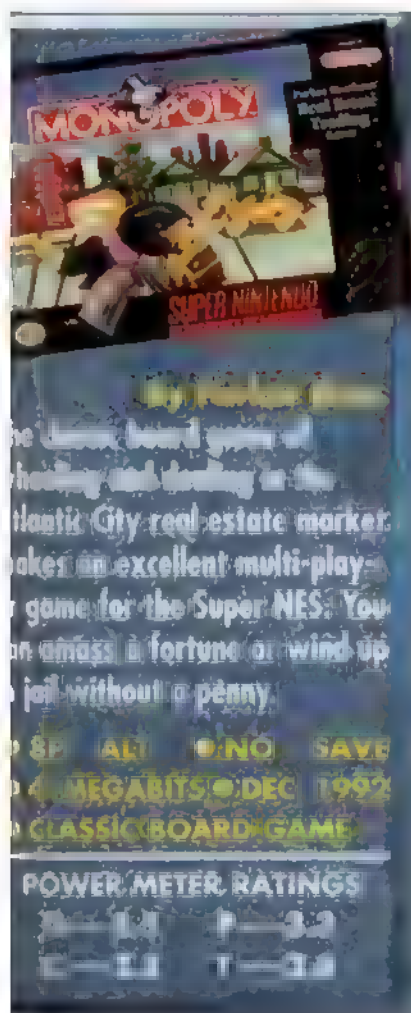
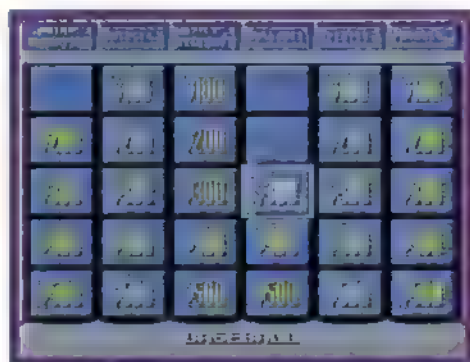




## JEOPARDY!

The category is Super NES Game Show Conversions. The Answer is "This game features more than 700 trivia categories and 3,500 answers and questions, along with authentic digitized graphics and voice samples." The correct response is "What is Jeopardy!?" Super NES Jeopardy! is the closest you can get to being a contestant on the show without the lights, cameras and commercial breaks. Up to three players can compete with two of the players sharing one of the controllers. In ver-

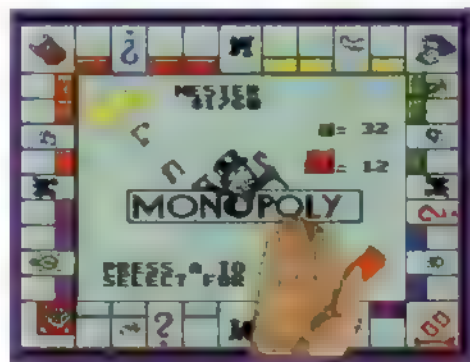
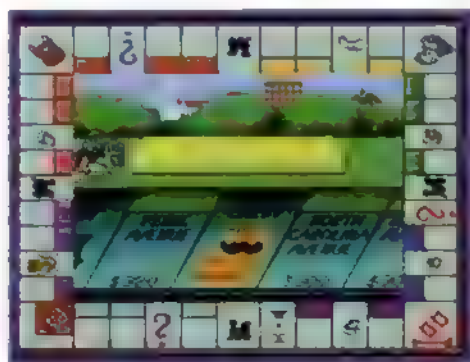
sions of Jeopardy! for other game systems, players could buzz in as soon as the answer appeared on the screen, then take the time to read the answer while the other players were locked out. In this version, players must wait a few seconds before they buzz in. This gives everyone a chance to read the answer before one player can claim it. The one disadvantage of this game over the real thing is that questions must be entered one letter at a time. This can be frustrating with long responses.



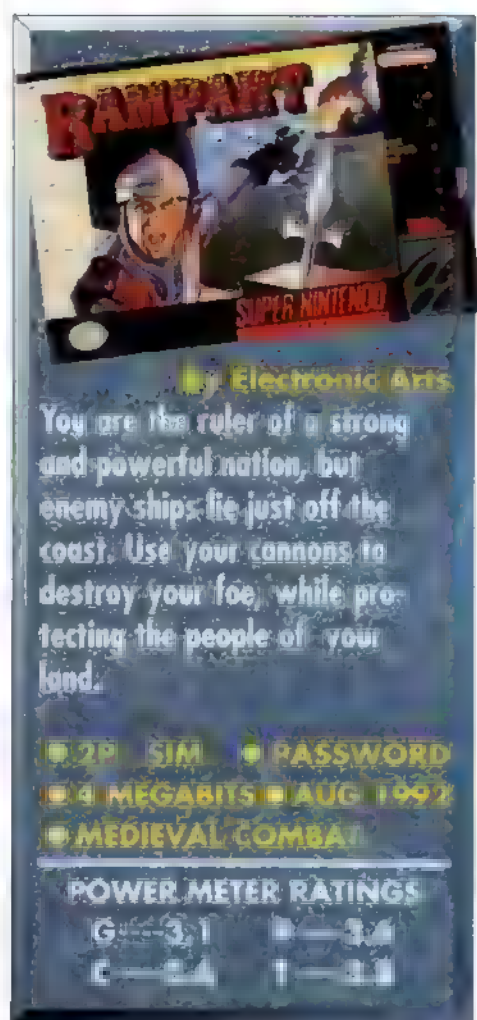
## MONOPOLY

One of the most popular board games in history turns out to be just as well-suited to the Super NES as the kitchen table. Every element from the original game has been duplicated so that you can buy, sell, and improve property while trying to put your competitors out of business. About the only thing you can't do is spill all the pieces. From two to eight players can be controlled either by people or by the computer. The computer players' intelligences range from rather dim to cunning.

In addition to the basic game, you can also choose from 12 preset options that vary the starting conditions and various rules, some of which may not be familiar to all players. A few of the control functions also take some practice to master, like bidding at an auction. One option that is conspicuously missing is the ability to save the game using either a battery or password. In the end, though, fans of Monopoly will find this version both playable and true to the original.



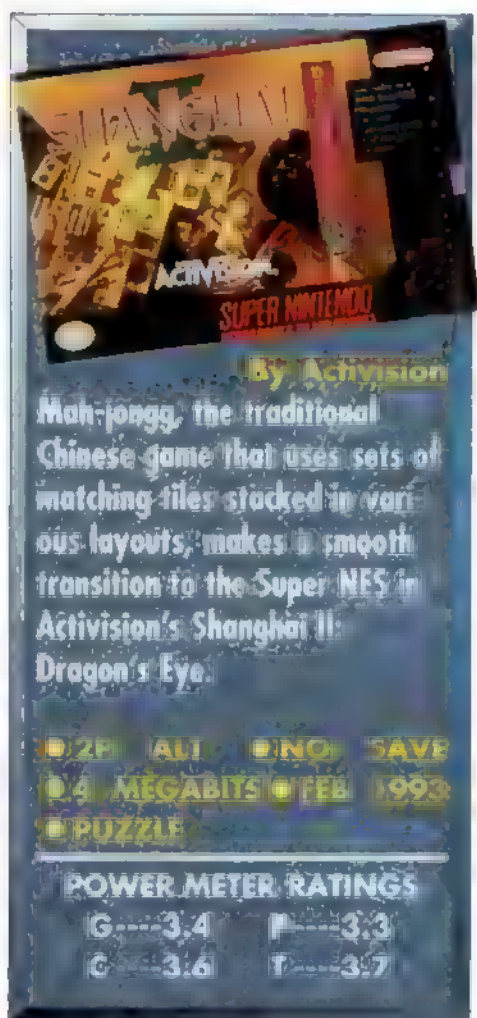
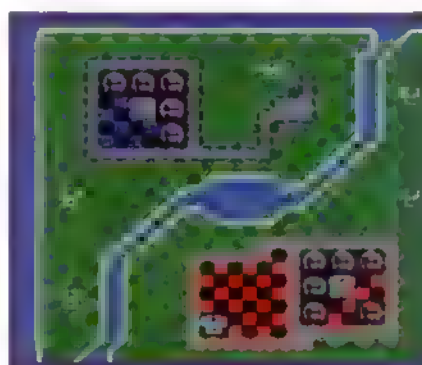
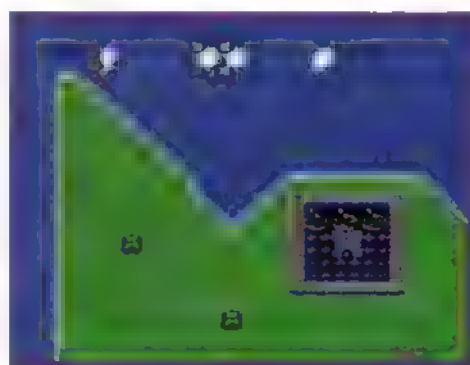




## RAMPART

Rampart combines the action of a war game with the puzzling strategy of Tetris. The object of the game depends on whether you are playing a one or two-player game. In the one-player game, you must destroy all of the enemy ships before your territory is invaded. In the two-player mode, you must prevent your opponent from rebuilding his castles, while making sure yours stay intact. In both games, you actively blow away the enemy with the cannons that you placed inside your castle. When it comes time to rebuild

your castle, you must quickly drop Tetris-like blocks to reform your walls. If you don't surround at least one tile, you lose. Although Rampart has been released on both the NES and Game Boy, the Super NES version offers some refreshing changes to the game. The Super Mode uses sea and rotation, and adds new weapons to the game. Both the play controls and graphics are much improved over previous versions of Rampart, making it even more enjoyable than before.



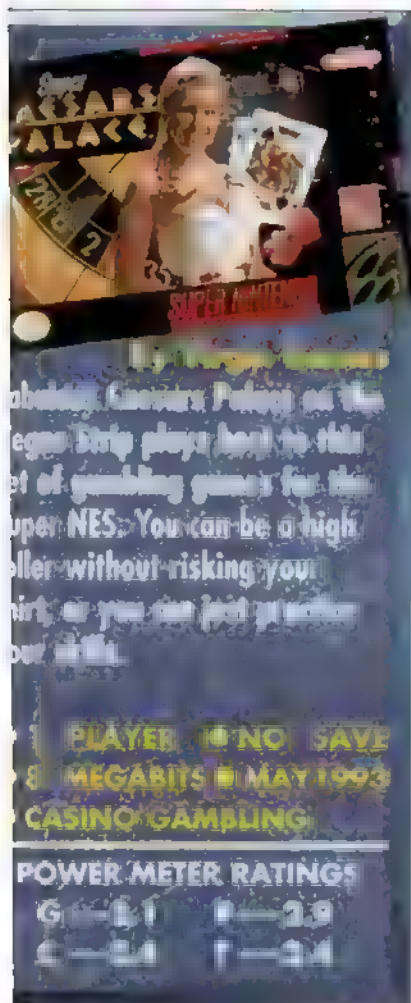
## SHANGHAI II: DRAGON'S EYE

Shanghai II: Dragon's Eye is actually two games in one: traditional mah-jongg and Dragon's Eye, a variation that pits Master against Slayer. The mah-jongg set includes 144 tiles that are usually etched with various Chinese symbols. Shanghai II also gives you the option of choosing sets bearing other symbols, such as flags, animals and traffic signs, that you might find easier to differentiate than the Chinese symbols. The tiles are laid out either in the traditional mah-jongg

format or in one of 12 other layouts that represent the different signs of Chinese Zodiac. The goal of the game is to identify matching pairs of tiles and remove them from the pile until there are no tiles remaining. It sounds simple, but there is strategy involved, especially in the two-player version. Some layouts are more difficult to clear than others. Shanghai II is a compelling game that will keep strategists engrossed for hours on end.



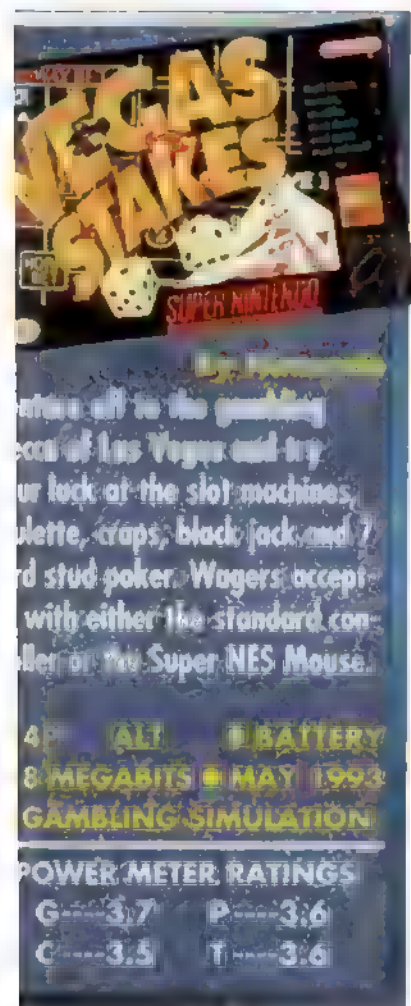




## SUPER CAESARS PALACE

The Super Caesars' interface lets you walk about on the floor in an overhead view. Your character can interact with people in the casino and play eight different games of chance. At the beginning of the game, certain areas of the casino will be off-limits to a small fry like you. But once you become a fat cat, you'll be able to woo Lady Luck with the high rollers in the back rooms. Super Caesars Palace offers Horse Racing, Keno, Red Dog and Video Poker—games that you won't find in the only other Super NES casino game,

Vegas Stakes. It also has Blackjack, Craps, Slot Machines and Roulette—games of chance that you will find in Vegas Stakes. Where Caesars varies most from Vegas Stakes, however, is that it has no continuing adventure element to tie the entire game together. Another thing to consider is the fact that the play control is often awkward, and the placing or removing of bets can be tedious. Finally, you don't have a multi-player option to share the wealth and the fun with other players.




## VEGAS STAKES

Check into The Golden Palace Hotel and begin your tour through five fictional casinos in the high stakes city of Las Vegas. Computer-controlled friends will give you pointers on the assorted gambling games and fill you in on the rules. Slots, roulette, craps, black jack and 7 card stud poker are the featured games in each casino, though poker is not an option in multi-player games. The minimum and maximum bets are determined by the setting. In the low budget Hideaway, you can get

away with bets of a dollar. In the Laurel Palace, most minimums are \$1,000. You'll begin with a \$10,000 bankroll. Once your funds exceed \$100,000, you will earn admission to the Laurel Palace. As you play the games, casino patrons will ask you for favors and offer you investment opportunities. If you make the right decisions, you'll pick up extra cash. The graphics feature clear digitized images and the intuitive controls will allow you to pick it up and play right away.







**WHEEL OF FORTUNE**  
SUPER NINTENDO

Letter turner Vanna White is the star of this Super NES translation of the popular game show. Up to three players can join in and attempt to solve the game's 4,500 puzzles.

1-2 PLAYERS • NO SAVE  
• 4 MEGABITS • DEC 1993  
• TV GAME SHOW

**POWER METER RATINGS**

G---2.8	P---3.1
C---2.6	T---2.9

## WHEEL OF FORTUNE

The Wheel of Fortune has been spinning on television for more than 10 years. Now it spins on the Super NES with 4,500 new puzzles and the digitized voice of Vanna White. Up to three players can participate at once, using one or two Super NES controllers. After you name your contestant and select his or her "look," you can start the game. A game consists of 3 puzzles and a bonus for big prizes if you come out on top. At the beginning of each puzzle-solving session, you can take a

look at the category and the letter figuration. If it looks as though you have seen this puzzle before, you select another puzzle. The graphics are serviceable, but not outstanding. Vanna White is small and never appears in a digitized photo like the picture of Trebek that is shown repeatedly in the Super NES version of Jeopardy, from GameTek. The Wheel of Fortune makes use of the Mode 7 and spins smoothly. Fans of the show should enjoy this video version.




**ALIEN VS. PREDATOR**  
SUPER NINTENDO

New Shanghai on the planet Vega 4 is infested with acid-blooded Aliens and the ultimate sports hunter, a well-armed Predator, answers the distress call in this 10-stage futuristic battle.

1-2 PLAYERS • NO SAVE  
• 4 MEGABITS • DEC 1993  
• SCI-FI ACTION

**POWER METER RATINGS**

G---3.4	P---3.3
C---3.2	T---3.4

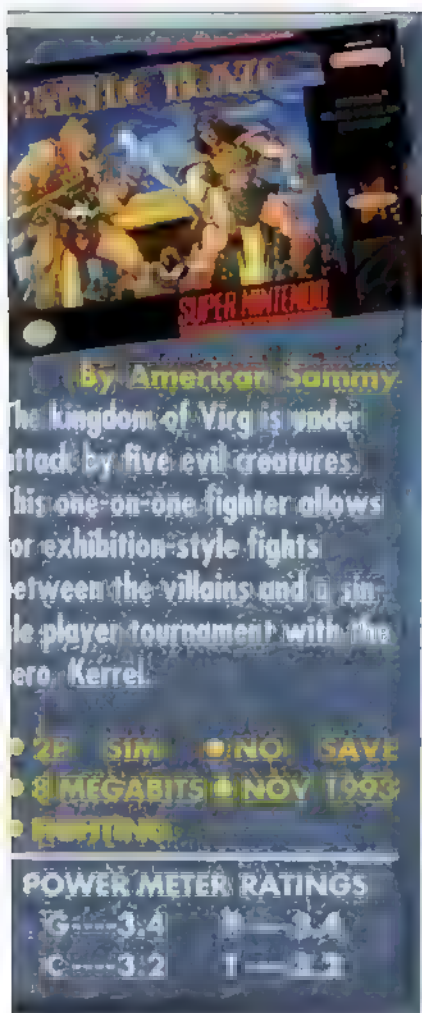
## ALIEN VS. PREDATOR

The battle of the Aliens has begun. You control the powerful Predator in a ten-stage fight against a horde of terror-spreading Aliens. This side-scrolling action game is set up in a similar style to the Teenage Mutant Ninja Turtles games, in that you can move along a Z-axis and you must clear away all of the Aliens in a particular area before you can move on. Special items are plentiful, but they work for a very short period of time. The weapons include a razor disc, laser and spear for long dis-

tance Alien elimination and an invisibility cloak which allows you to slip up on the hordes. If you can charge for a few seconds without being hit you can call up a powerful storm energy which will knock out all of the Aliens in the area. The graphics are appropriately dark and futuristic; the story is intriguing. Since there is little to do but punch, kick and blast a limited variety of Aliens, the action is somewhat tedious after 10 stages and six boss Aliens.



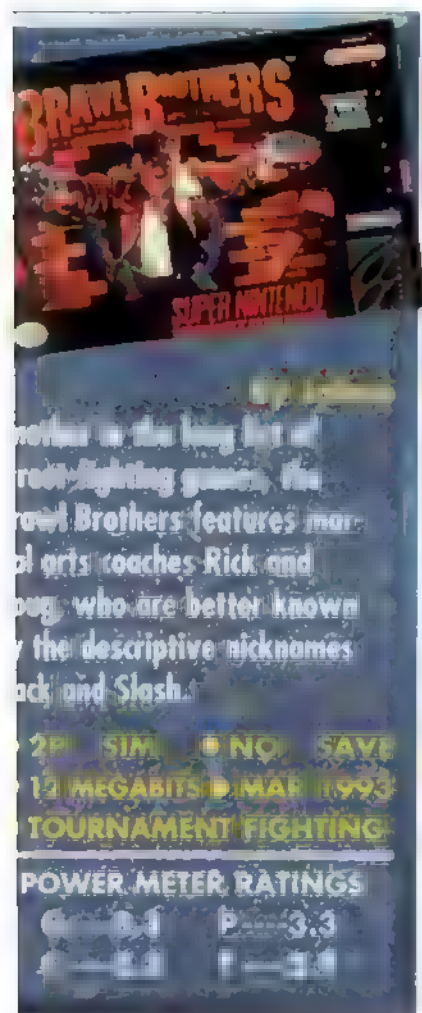
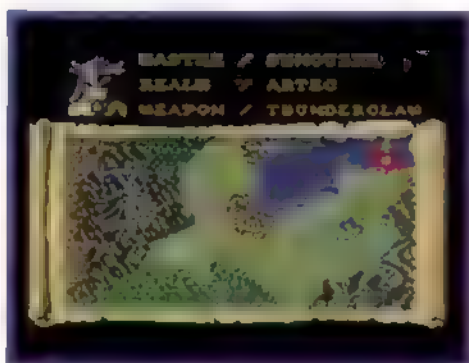




## BATTLE BLAZE

Guide the prince of Virg to victory over the five villains of the kingdom in one-on-one combat or step into the Coliseum of Berponea and match the skills of the fighters against one another in this Street Fighter II-like game with a mythical setting. In the Hero Mode you control Kerrel, master of the long sword, as he takes on the likes of Tesya with twin daggers, Lord Gustoff with the Morning Star and Shnouzer with the Thunderclaw. In the Battle Mode you can control any one of six fighters in a one or two-player fight.

The graphics are well-rendered and the characters are detailed, but the play control is limited. Each character uses a single weapon and each move is centered around the use of that weapon. Kerrel, for example, can swing his sword, thrust with his sword and jab, but he cannot set the weapon aside and punch or kick. This limits the movement of the characters who carry large weapons. Unlike most games of this type, Battle Blaze does not feature handicaps or levels of difficulty.



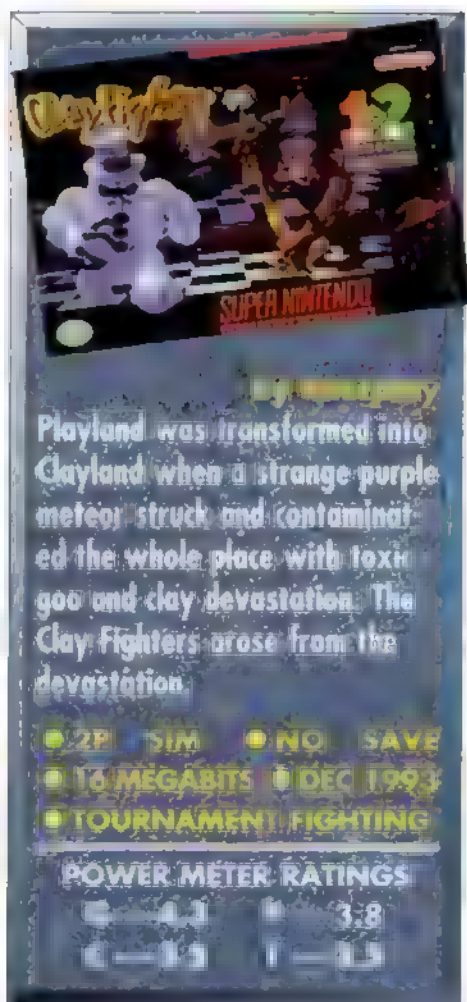
## BRAWL BROTHERS

Hack and Slash see red when their top three trainees are kidnapped by a newcomer named Dieter, who must not know who the three are. Only a fool would mess with the Brawl Brothers' trainees. All of the characters have special moves that are generally easy to perform, and you can play the game in several modes. Take to the streets by yourself in the one-player mode, team up with a bud in the two-player mode, or fight against another person in true street-fighting fashion in the vs. mode.

At the end of the two regular modes, you'll come up against a clone of one of your fellow fighters. If you pulverize the clone, you'll be able to use him or her in future fights. Brawl Brothers doesn't have the speed, precision of movement or variety of moves to compete with the likes of Street Fighter II or Street Fighter II Turbo, but it does have some buff battlers and a cool "Angry Mode" that gives your injured fighter a burst of energy. Access the options menu to turn it on.



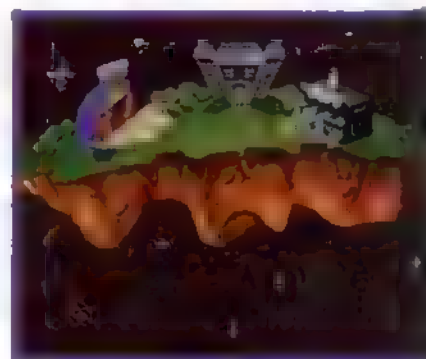




## CLAY FIGHTER

Clayland apparently isn't big enough for all of the comical Clay Fighters. Interplay's own street-fighting game features eight main contestants. Each fighter is molded differently and has moves that are all their own. Bad Mr. Frosty, Tiny, Helga, Taffy, Blob, Bonker, Blue Suede Goo and Ickybod Clay have all staked their individual claims to Clayland. They all want to rule Clayland, but only one will come out on top. Although Clay Fighter brings nothing new to the street-fight-

ing genre of video games, the humor of the characters and their tricky special attack moves makes playing Clay Fighter an enjoyable experience. Digitized voices and a great opening tune also add to the overall enjoyment. Of particular interest is the fact that the characters were not designed by video artists; they were actually molded out of clay in all of their various poses, then the images were captured digitally. This is one of the better street-fighting games available for the Super N



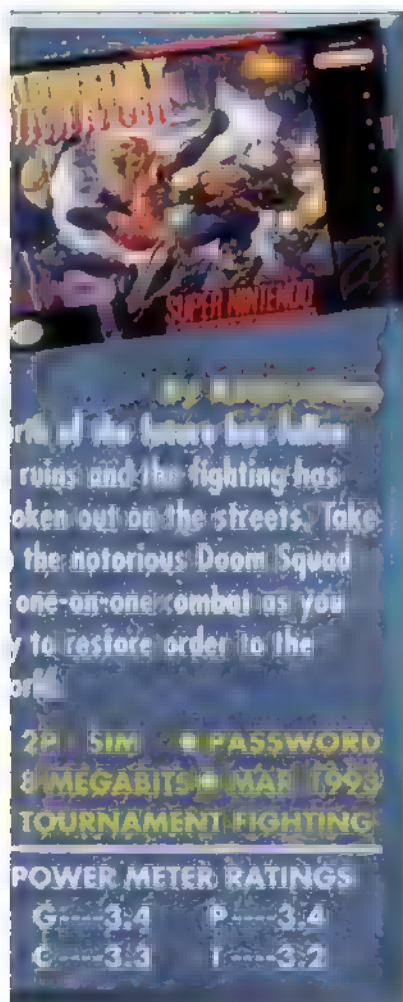
## THE COMBATRIBES

Go up against the Ground Zero Gang and take on the leader, Martha Splatterhead, in this six-stage street fighter from the fighting specialists at American Technos. You can choose to control any one of three fighters: Berzerker, Bullova or Blitz. Each of the characters has approximately the same build and uses the same basic punching and kicking moves unlike the larger and more varied fighters of Final Fight 2. The play control is very responsive when it comes to punching, kicking or

tossing downed fighters, but the fighters jump or perform special moves is a challenge. The fighters' backgrounds are drawn in a blocky cartoonish style unlike the graphics of other recent street-fighting games which strive for a more realistic style. In addition to the six-stage adventure, this game includes a Street Fighter style Vs. Mode featuring the player-controlled heroes and five additional fighters.



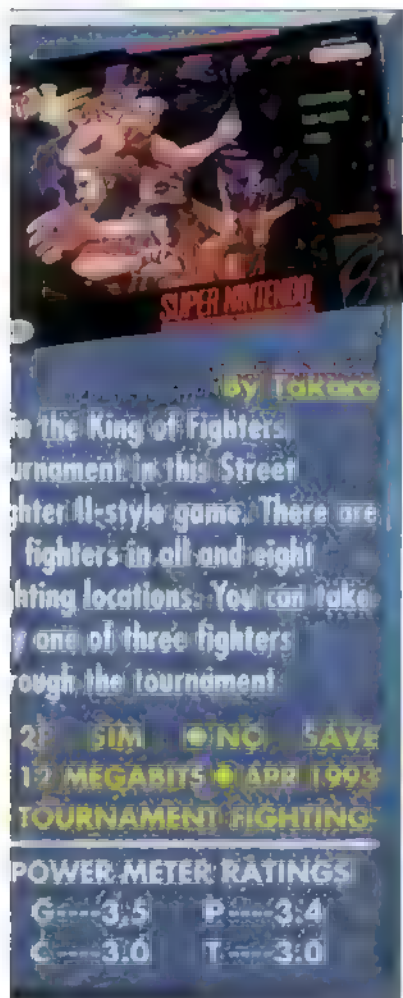




## DOOMSDAY WARRIOR

Here's the straight scoop. The 8 megabit fighting game Domsday Warrior does not have the variety of backgrounds, the digitized voice samples or the booming soundtrack of the 16 megabit monsters Street Fighter II and Mortal Kombat. What it does have is big characters, a lot of special moves and very responsive play control. It also rewards winning fighters by allowing them to power-up between rounds and offers a password so that players can save their progress in the tournament. There are seven fighters to

choose from. Layban and Sledge are the Ryu and Ken-like martial artists. Daisy is the Chen Li of the group. P'Lump is a big guy who puts his weight into the fight. Amon is a road warrior type. Nuform is a liquid creature who stretches and Grimrock is a dragon-like mutant. Two players can challenge each other or one player can take on the field in the tournament. After the first six challengers are defeated, three more appear for best of three matches.



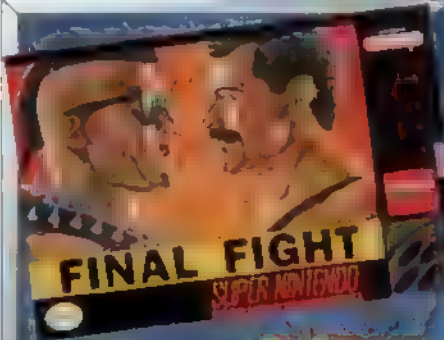
## FATAL FURY

Terry and Andy Bogart go up against the champions of South Town along with their pal Joe Higashi in this one-on-one fighting game that owes a lot to Street Fighter II. In a one-player game, you control Terry, Andy or Joe and take on the eight champions on their home turf. In a two-player game, Player One controls Terry, Andy or Joe while Player Two controls one of the remaining heroes or one of the eight champions. In the fighter select screen, Player Two must press Down on the Control

Pad in order to access the other fighters. The characters are about the same size as the Street Fighter II characters and the basic play control is about the same. While some Street Fighter II characters can stretch or send out electrical shocks, the Fatal Fury fighters tend to concentrate less on fantasy-oriented fighting techniques and focus more on kicking and punching. In the one-player game, you'll come across a bonus stage after every two victories against the South Town fighters.







**FINAL FIGHT**  
By Capcom

Metro City has been invaded by the Mad Gear Gang and Mayor Mike Haggar is hopping mad. It's up to you to lead Haggar or his partner Cody through five sections of the city and wipe out the gang.

1 PLAYER • NO SAVE  
8 MEGABITS • SEP 1991  
FIGHTING ACTION


POWER METER RATINGS  
G---3.7 P---4.1  
C---3.4 T---3.5

## FINAL FIGHT

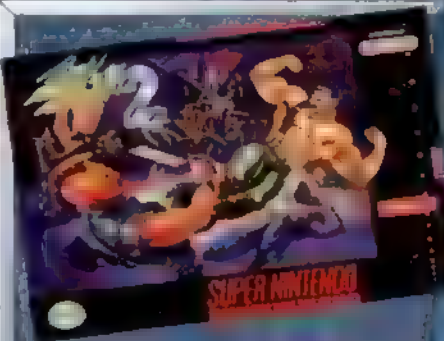
Clean up the streets of Metro City with one of two powerful fighters in this street-fighting spectacular. Haggar is a strong character with street-fighting experience and pro wrestler flair. Cody is a quick fighter who specializes in fast jabs and flying kicks. Final Fight builds off of the tradition that began with the arcade version of Double Dragon. As you make your way through the city, you'll clear each stage one area at a time. When all of the enemies have been taken care of in one

area, you'll be able to move on to the next area and continue the fight. Energy-giving items and weapons stowed away in crates and barrels. When you break apart these containers you can collect the items. The fighters are slightly smaller than the characters in Street Fighter II and they have fewer fighting moves, but each kick and punch is very easy to control and effective. In addition to the five main fighting stages, there are two beat-up bonus stages.

**PROFILE OF HAGGAR**



Haggar  
Age: 48  
Height: 8'8"  
Weight: 287 pounds  
Favorite Foods: Hamburger, Baked potato  
He is a former champion Street Fighter.

**FINAL FIGHT 2**  
By Capcom

The first Final Fight was not as final as the title suggested. The Mad Gear Gang is back and so is Mike Haggar. Lead Haggar or one of his two new partners through six stages of street-fighting action.

2P SIM • NO SAVE  
16 MEGABITS • AUG 1993  
FIGHTING ACTION

POWER METER RATINGS  
G---3.8 P---4.1  
C---3.6 T---3.4

## FINAL FIGHT 2

Final Fight 2 improves on the original Final Fight with two-player simultaneous action, three characters to choose from and even more detailed graphics. This street-fighting mission follows the efforts of Haggar, Carlos and Maki as they track down the leaders of the Mad Gear Gang in six international locations. In addition to the six street-fighting stages, there are again two entertaining bonus rounds: a fist-to-metal demolition derby and a flaming barrel blow-out. The fighters are the same

size as the fighters in the original game and Haggar uses the same basic moves. In this 16 megabit Game Pak, though, Haggar is drawn with more detail and his moves are smoother. Haggar has two new fighting friends. Carlos is a fast fighter who replaces Cody from the original game and Maki is a female martial artist who would give Chun a run for her money. Choose from three levels of difficulty, then begin your quest to finish off the Mad Gears.

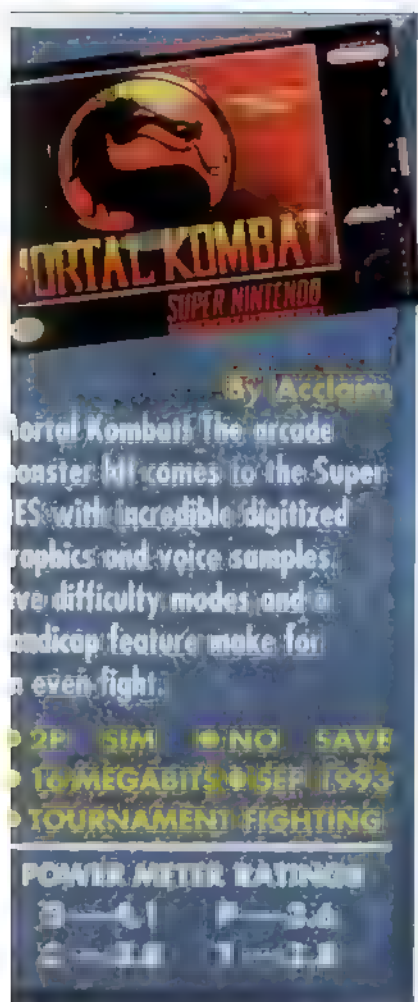
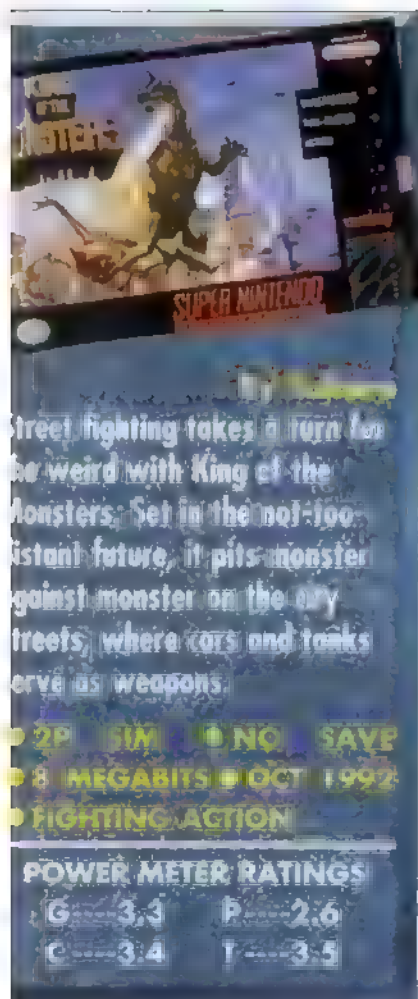
**SELECT PLAYER**  
HAGGAR MAKI CARLOS



Haggar: 10" 280lb  
Maki: 4" 114lb  
Carlos: 2" 200lb



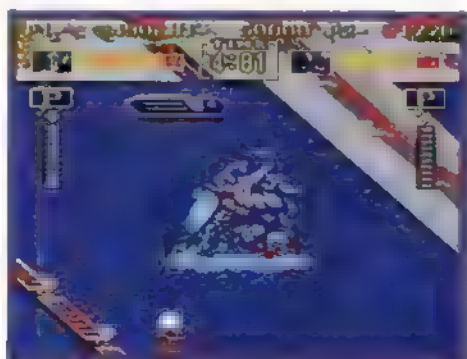




## KING OF THE MONSTERS

It definitely makes for an interesting and different kind of fight when you have lizards, beetles and superhero wannabes involved. Four of the six monsters from the arcade game make it to the Super NES version of King of the Monsters, which is just like the arcade game except for the two missing monsters. All four characters have the same regular attacks, but each has a unique Beam Attack. The fights take place on the streets of different cities, where the monsters can knock down

buildings, blow up houses and pick up cars to throw at their opponents. As holds true with most street-fighting type games, the most fun comes in the two-player, simultaneous mode, in which two players go toe-to-toe with a couple of the massive monsters. If you want precise control and a wide variety of moves, Street Fighter II or Street Fighter II Turbo would be a better choice, but King of the Monsters is campy fun for B-movie fans.



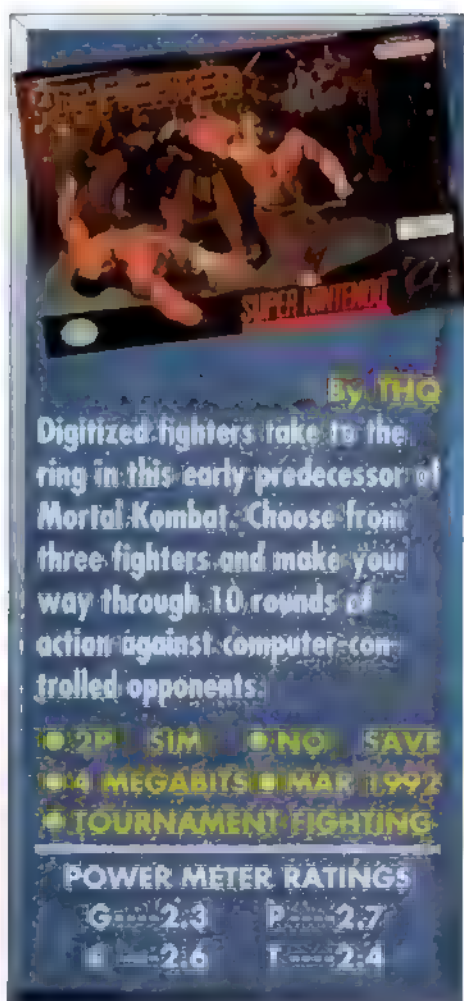
## MORTAL KOMBAT

Seven fighters spar for top honors in the most popular fighting game since Street Fighter II. Johnny Cage, Liu Kang, Rayden, Sonya, Sub-Zero, Kano and Scorpion execute their moves with speed and power. A controller configuration mode allows players to reassign the buttons that correspond to the basic attacks: two types of kicks, two types of punches and a blocking move. Each fighter can also perform three to four special maneuvers, including the powerful finishing moves. The graphics for

the fighters and the backgrounds are made up of clean digitized images and the sounds are faithful reproductions of the arcade version's sound effects and voice samples. A special feature takes away the special moves for pure hand-to-hand fighting action. If you defeat the first six fighters in a one-player game, you can go up against Shang Tsung and Goro. The Super NES version is not as gory as the arcade game, but it's just as fast and fun.



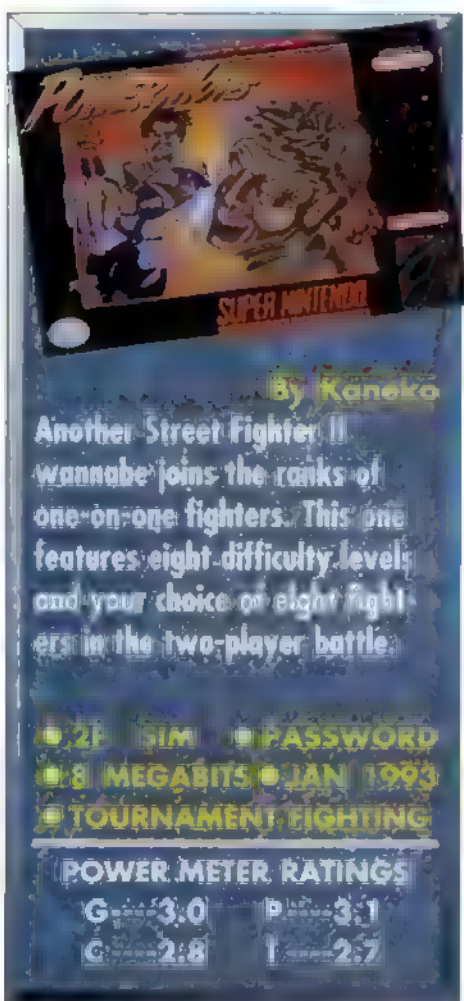
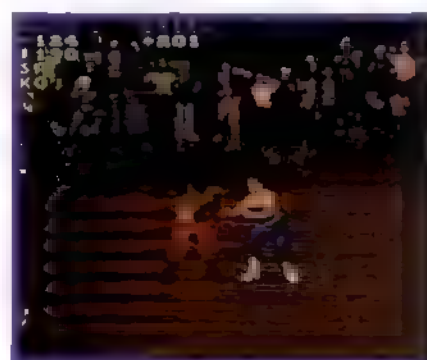




## PIT-FIGHTER

Buzz, Ty and Kato take on the likes of Executioner, Angel and Chainman Eddie on their way to a bout with Ultimate in this 10-round fighting game. The fighters can punch, kick and perform special moves like the body slam and flip kick but the sluggish play control makes it difficult for the fighters to respond quickly enough to avoid being pummeled by their opponents. Winning a match seems to require more luck than skill. The graphics feature digitized fighters that are much smaller and less detailed than the fighters

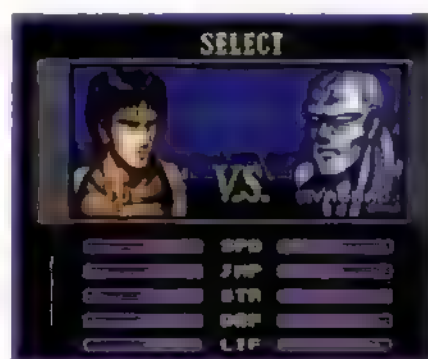
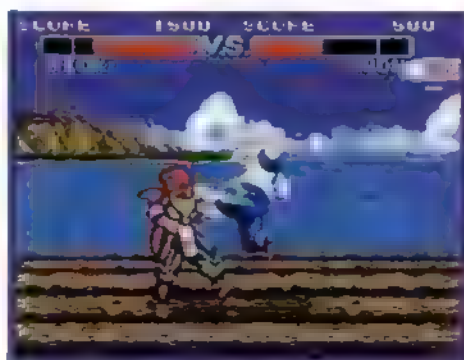
in more recent, larger meme games. The soundtrack includes a few digitized grunts but no speech. In two-player game, the fighters team to battle identical opponents. There's no option for two players to face each other. As a whole, the game doesn't stand up to the bigger, more recent fighting games that are now all the rage on the Super NES. If you are a big fan of the arcade version, however, you may find something here to cheer about.



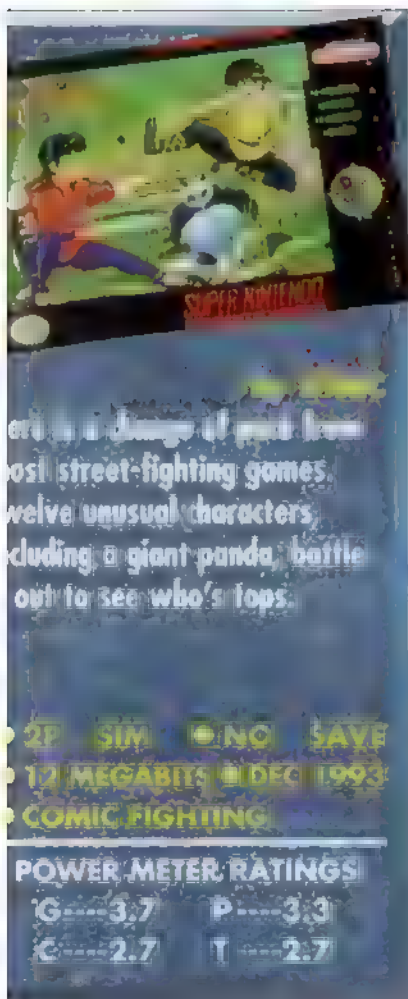
## POWER MOVES

Power Moves is a one-on-one fighting game in the tradition of Street Fighter II. In the two-player game, you can choose to control one of eight fighters. In the single player tournament, you guide a young, ambitious fighter named Joe through the field of seven other challengers and beyond. Your character will gain strength in five different categories with every victory. If you meet with a lot of success while fighting a particular challenger, you can continue to battle this fighter and

build your character's abilities. Once you have defeated the first seven fighters at least once, other competitors will challenge you to matches. The game features a password system so you can save your progress. The play controls allow for very fast punching, kicking and jumping action, but special moves are not very easy to perform. The bonus stages allow you to test your reflexes while punching and kicking various targets.







There's a change of pace from most street-fighting games. Twelve unusual characters, including a giant panda, battle out to see who's tops.

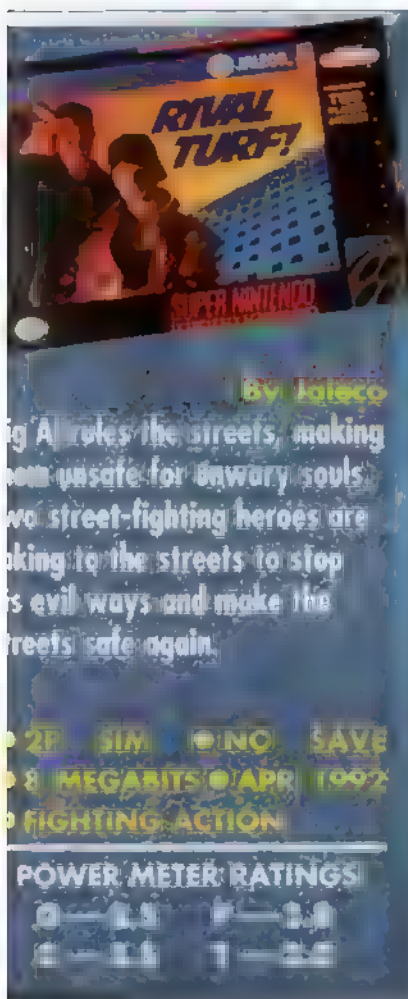
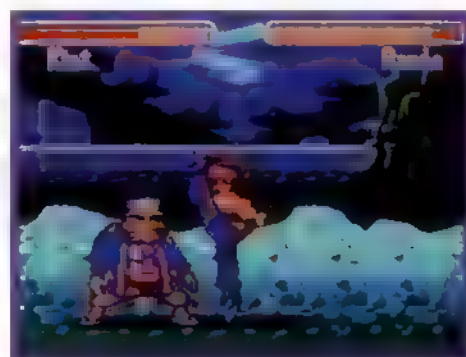
2P SIM NO SAVE  
12 MEGABITS DEC 1993  
COMIC FIGHTING

POWER METER RATINGS  
G---3.7 P---3.3  
C---2.7 T---2.7

## RANMA 1/2

The characters from Ranma 1/2 may not be recognizable to most North American players, but they are based on a popular cartoon in Japan. All 12 characters have their own special moves that can take out most any fighter. Some of the characters are more comic than fierce, which give street-fighting fans a welcome change from the norm. There are three different modes that you can fight in. In the one-player game, you fight your way past all of the other opponents until you've beaten everyone and become champion. The two-player

mode lets you choose any of the fighters in a battle against your friends. You can automatically run a player vs. player game without entering a code. The Team Mode allows you to choose your five favorite characters, and challenge a team of five other fighters. The team that takes the most fights wins the match. The cartoon-like graphics make the game fun to watch, while the sharp play control make it fun to play. Even though this is another street-fighting game, it is fun to play if you're looking for something new.



By Taleco  
Big Al rules the streets, making them unsafe for onwary souls. Two street-fighting heroes are looking to the streets to stop his evil ways and make the streets safe again.

2P SIM NO SAVE  
8 MEGABITS APR 1992  
FIGHTING ACTION

POWER METER RATINGS  
G---2.5 P---2.5  
C---2.5 T---2.5

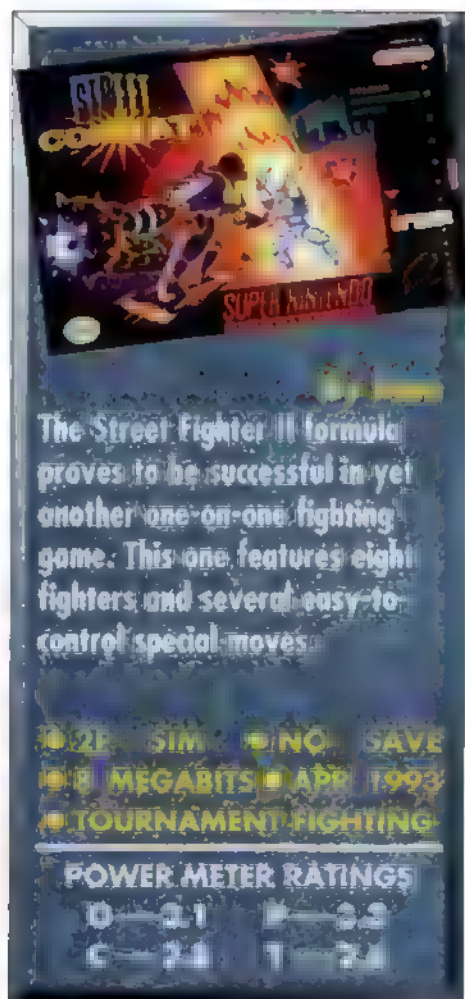
## RIVAL TURF!

Rival Turf was the first two-player street-fighting action game to be released for the Super NES. The layout of the game is similar to the popular game Final Fight, but adds the two-player simultaneous action that was missing from it. There is also a Tournament Mode in which you can take on a friend in head-to-head action. Players can choose from two different fighters, each with his own special moves and attacks. There are six stages, each with several different areas to fight through. At the end of each stage,

there is a super powerful boss to defeat. Players have a limited number of Continues with which to finish the game. If you Continue, you will start from the exact spot that you lost your last life. The characters are almost as large as those in Final Fight but not quite as well detailed. The special moves are easy to use and don't remove power from your life line like some games do. The challenge is fairly low in the normal game, but you can adjust the difficulty level to fit your skill.



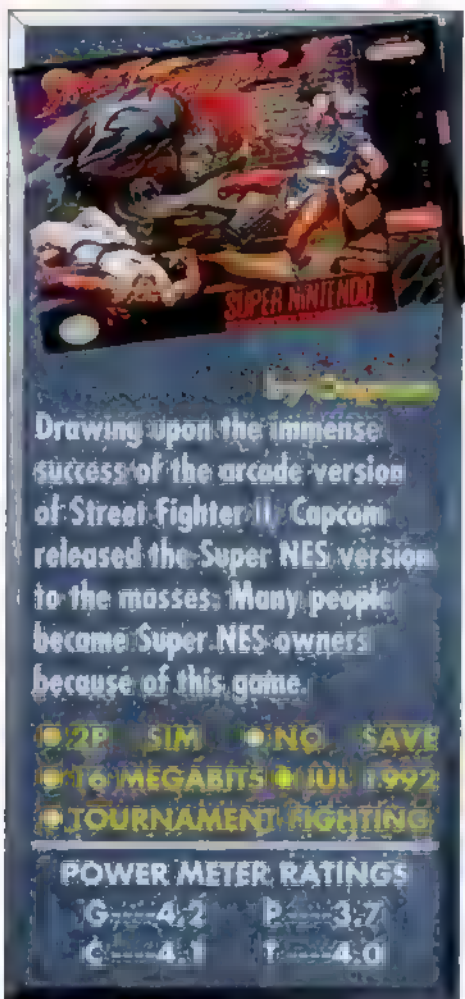
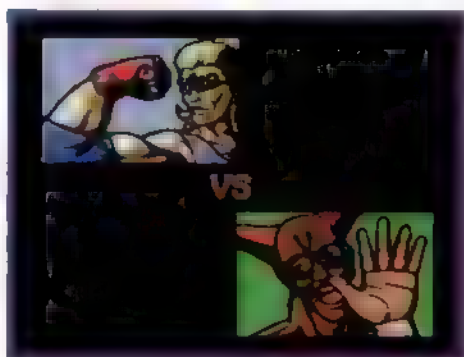




## STREET COMBAT

The one feature that sets Street Combat apart from Street Fighter II and other one-on-one fighters is the ease of control for special moves. Most games of this type feature special moves which involve direction changes and multiple button combinations. Most of the moves in Street Combat can be achieved with one or two buttons and very few steps. In the single-player tournament, you can guide one of two fighters named Steven through a field of six computer-controlled opponents. In a two-player game, you can choose

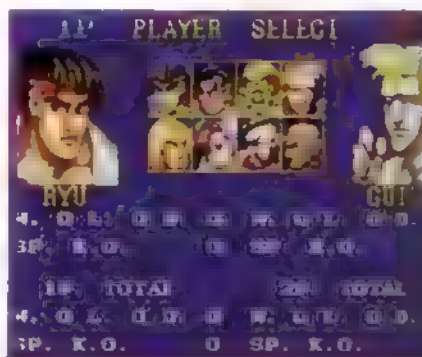
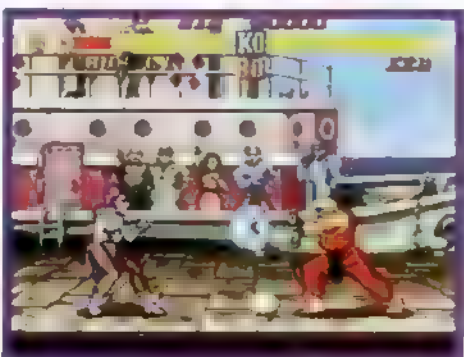
to control any of the eight fighters in the game. The Stevens are quick martial artists who can punch in a rapid manner and double jump in the air. Steven uses swords with great agility. Steven the clown, Dozo, tosses balls and switches clubs and Helmut, the robot, uses a variety of weapons such as a whip, chain and a collection of bombs. The other fighters are C.J. and G.I. Jim. The characters are small when compared to the fighters in SFII and the animation is not quite as smooth.



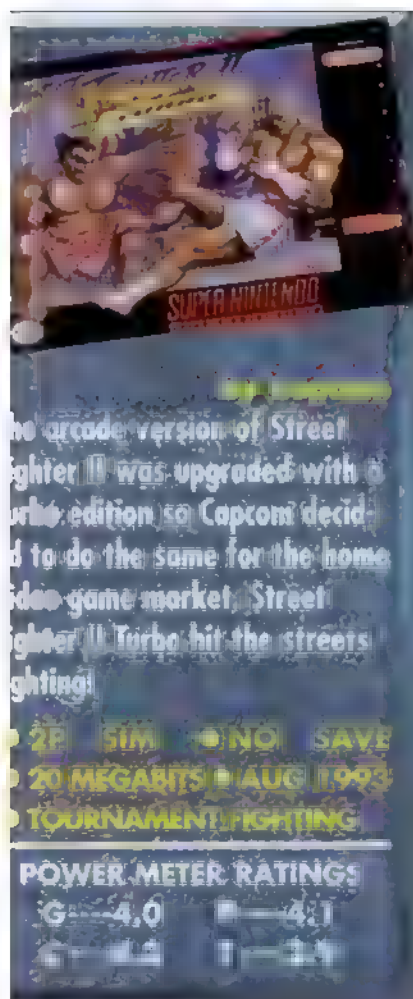
## STREET FIGHTER II

Arguably one of the most popular arcade games of all time has made the transition to the home video game market via the Super NES. The two versions are almost identical, which is rare in arcade to home system game translations. Many games in the street-fighting genre have been introduced because of Street Fighter II's success, but none (with the exception of Capcom's Street Fighter II Turbo) have been able to match the quality of game play and challenge that this title offers. You can

choose from eight fighters, all retaining different abilities and different special moves and attacks, and go head-to-head with a friend or against a computer-controlled opponent. If you choose to participate in the one-player tournament, your chosen fighter will battle seven other World Warriors before ending on four boss characters—Balon Vega, Sagat and M. Bison. Every fighter has the ability to defeat any other fighter in any given match. That's one of the best things about this game.



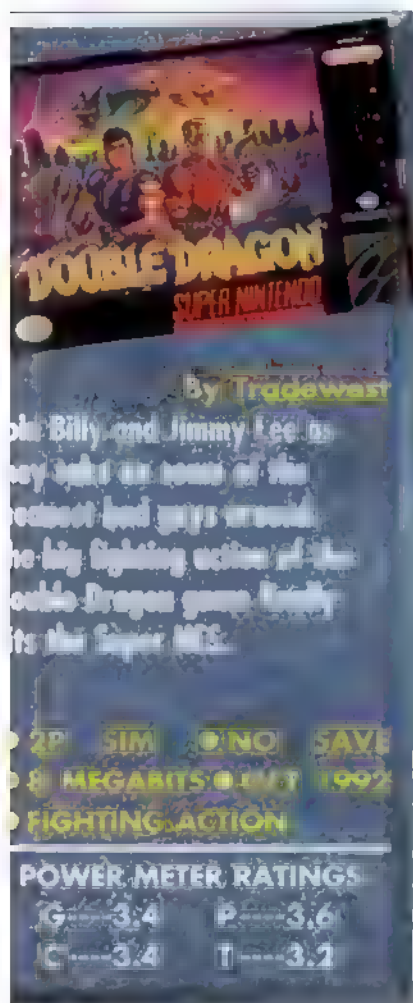
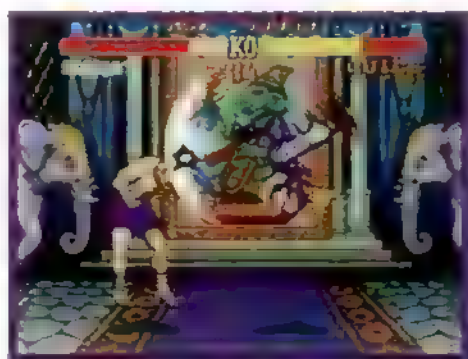
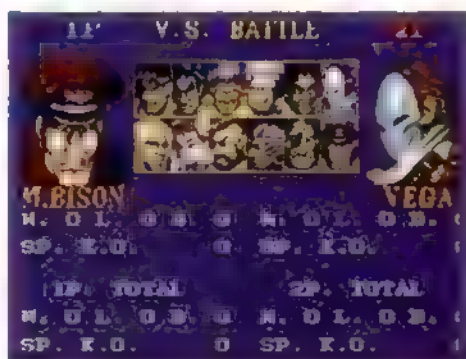




## STREET FIGHTER II TURBO

While not quite as eagerly anticipated as the original Street Fighter II, the Turbo edition packs just as much of a wallop when it comes to game play...more, in fact! Instead of just being able to choose from eight characters to fight as, you can choose to fight as one of the four boss characters! That's not all. Far from it. Several characters have sharpened their skills with new and improved special attack moves. The changes and additions were executed to make all fighter pairings even more fairly matched than

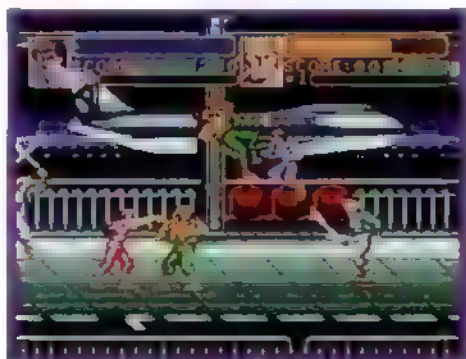
before. There are a few other changes of note. The graphics and sound have been worked over slightly, but the differences are negligible. The main reason for the Turbo edition upgrade—the overall speed of the game—is the big selling point. You can adjust the speed of the game on the option screen or you can select a mode that matches the Champion Edition, where the speed of the game is the same as the original game, but you can fight as any of the boss characters.



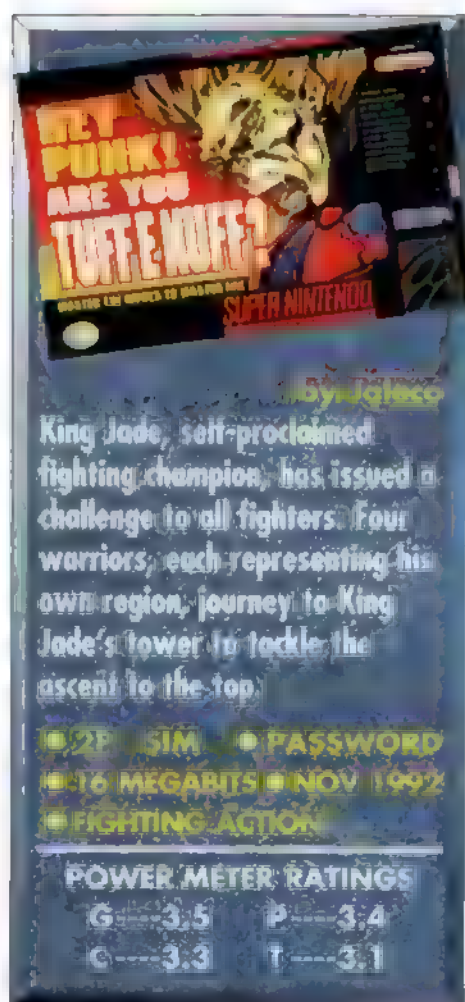
## SUPER DOUBLE DRAGON

After three Double Dragon games appeared on the NES, it is only natural that fighting game fans would want one for the Super NES. Super Double Dragon brings Billy and Jimmy Lee to the Super NES in force. Take on all the enemies in seven different stages as you try to stop Duke's crime empire. Similar to Final Fight, Super Double Dragon is a side-scrolling fighting game where you take on several enemies at once. The characters are about half the size of those in Final Fight, but

you have just as many different moves you can use. You can play the game alone, or you can play with a friend to double the action. Depending on which mode you play, you may do damage to your partner if you aren't careful. It doesn't matter which character you use; both have the same abilities. The graphic and game play of the stages are detailed and interesting, containing more variety than those of Final Fight. The sound is well done, but becomes repetitious after awhile.



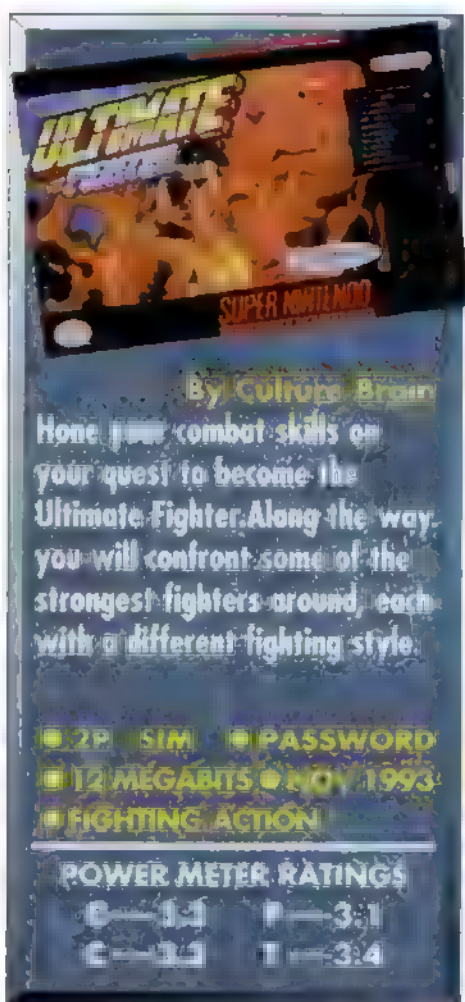




## TUFF E NUFF

Tuff E Nuff is Jaleco's third entry into the Super NES street-fighting fray. How many times can you make the same game? Brawl Brothers, Rival Turf, and Tuff E Nuff prove that the number in question is at least three. Even though the graphics and sound are quite good, the game really doesn't bring anything new to the genre. Probably the best thing about the game is that as your skills progress and you win more matches, your fighting abilities are upgraded with new levels of special moves and attacks. The play

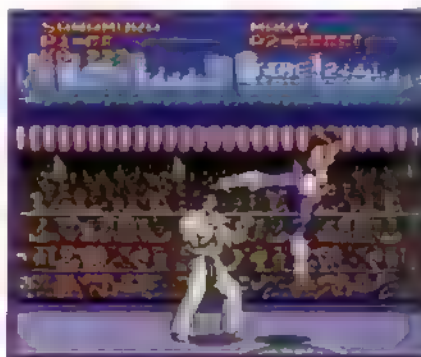
control is not too bad, either. For variety, there are three main modes which to play. The Story Mode takes one player through the entire "tournament" to the final match with Jade. Vs. CPU and 1P Vs. 2P options pit you against the computer or another player using one of the four main fight heroes: Syoh, Zazi, Kotono and Voh. As you may have already guessed, each character has his own abilities and special attack moves. The characters are well-sized, making combat easy to control and fun to watch.



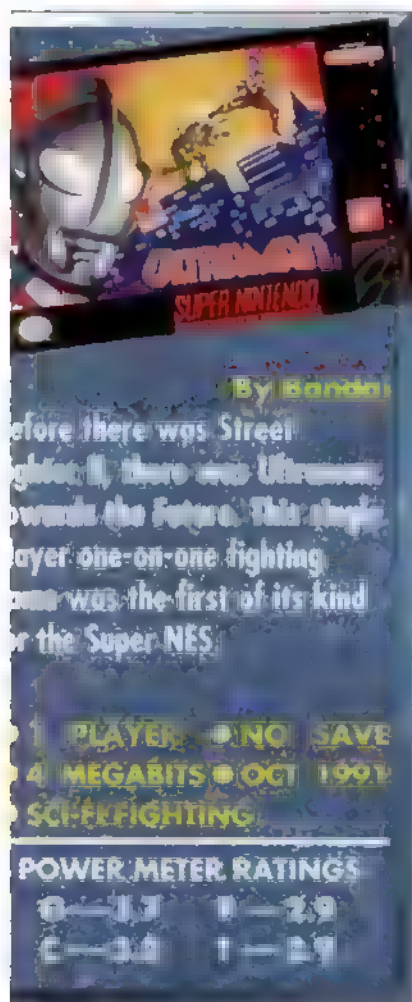
## ULTIMATE FIGHTER

Ultimate Fighter has four completely different game modes, making it like a four-in-one Game Pak. The Journey Mode allows players to enjoy real contact sports while learning offensive and defensive techniques. When you play the Tournament Mode, you can get away from the game's story and challenge your friends to a round of fighting. You can set up a Challenge tournament with up to eight players, each taking turns fighting. The Battle Mode lets you practice fighting any of the 32

fighters you will encounter in Journey Mode. If you are having problems beating someone, this is the place to learn how to defeat them. For a complete change of pace, you can play Animation Mode. Here, you command the fighters like you were playing a role-playing game. This is the perfect way for players that are not experienced with fighting games to still get on the action. Good graphics and play control make this a fun game for a wide range of players.



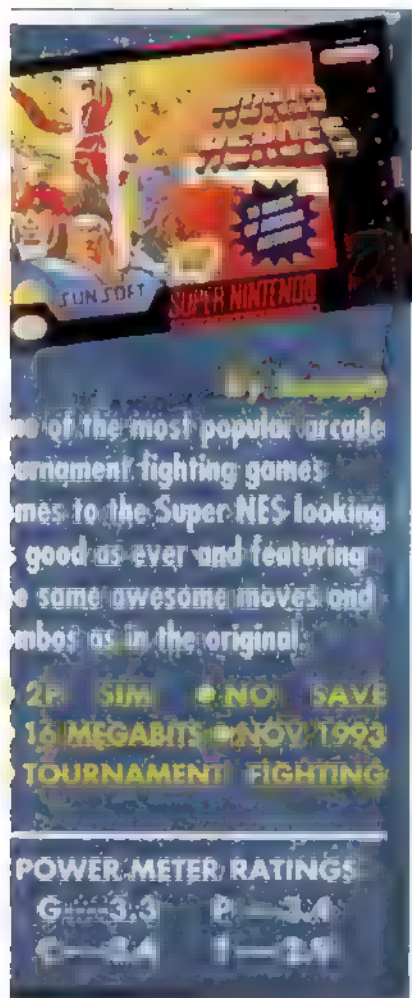
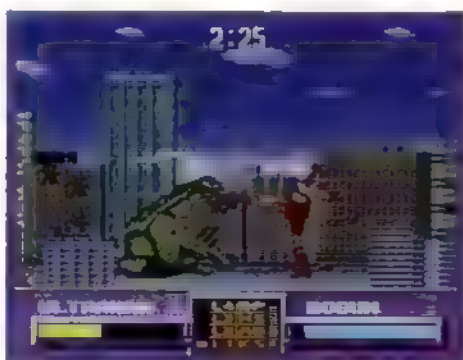




## ULTRAMAN Towards The Future

Take on the likes of Gudis, Bogun and Degola in an attack on the enemies of Earth in this one-on-one fighter based on the adventures of the popular Japanese hero, Ultraman. Your mission is to guide Ultraman through nine rounds of fighting action in war torn locations. Ultraman can jump, punch, kick, throw enemies and fire blasts of energy at four intensities. When you work the enemy down to the end of its energy meter, you must finish it off with a maximum energy blast. The characters are smaller than the charac-

ters in most one-on-one fighters and there are no options to control fighters other than Ultraman. Also, since the characters are monsters who tower over buildings, they tend to move slowly in comparison to the fighters in more recent fighting games. Ultraman's animation is smooth and varied, but his enemies have minimal moves and tend to rely mainly on one type of attack. The music is appropriate for the style of the game and sound effects include some good campy monster screams.



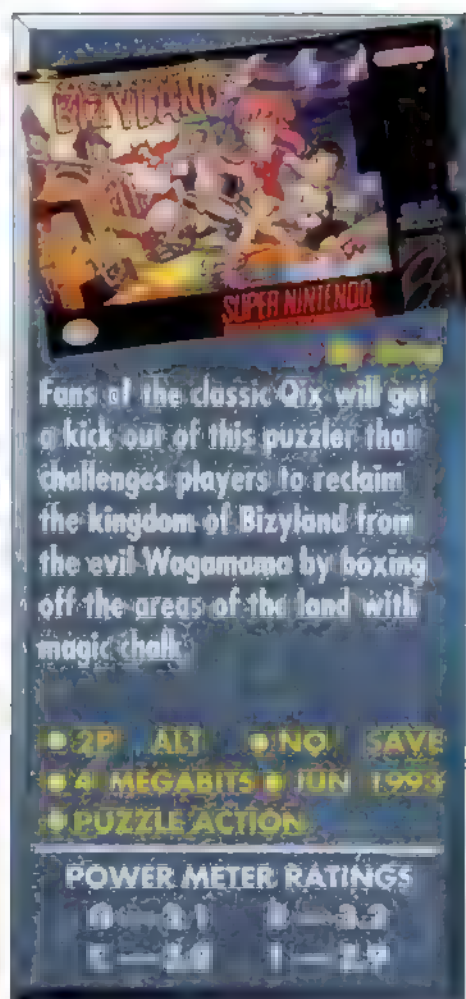
## WORLD HEROES

World Heroes joins the long list of arcade fighting games to make its way to the Super NES. The best fighters throughout history take part in this tournament. The options include selecting your level of difficulty, the time of each match and setting up your Controller. Hard and weak punches and kicks are determined by how long you hold the button. One unique option is the Join In Command, which lets a second player jump into a one-player match. As in Mortal Kombat, World Heroes has matches in which the con-

testants pay the ultimate price for failure, but there is no bloodshed and even the fights in the spiked room have a cartoonish appearance. There are eight World Heroes and a final grand master. The special moves for each of the World Heroes can be fairly challenging, but they are necessary since the computerized opponents will throw all their good stuff at you. Although one of the better fighting games, World Heroes has neither the excitement nor the hype of Street Fighter II Turbo or Mortal Kombat.



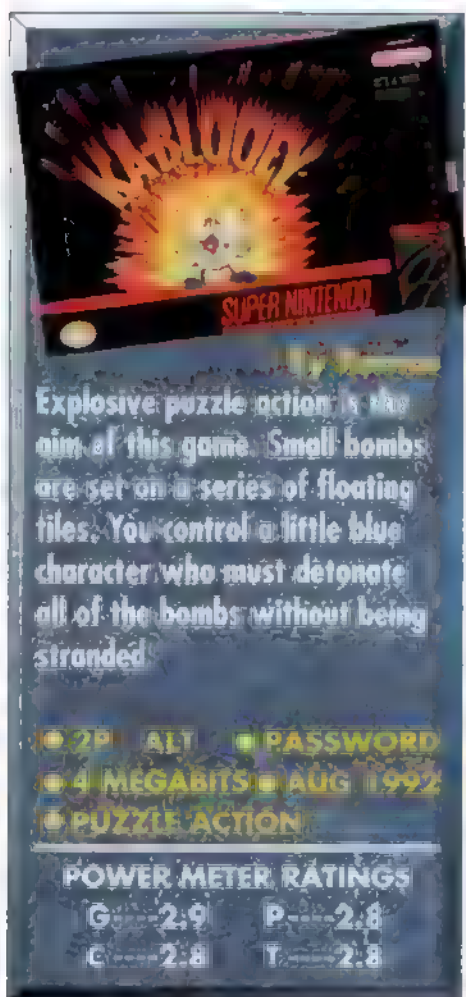
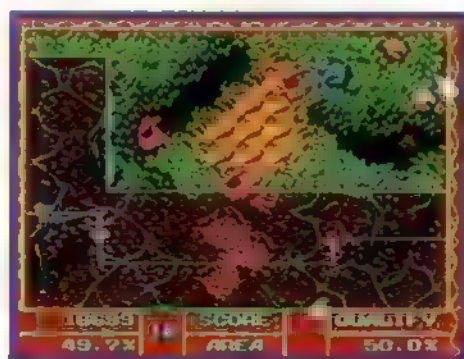




## Cacoma Knight in BIZYLAND

The kingdom of Bizyland has been transformed into a wasteland by sinister Queen Wogamama and her magic mirror. In an effort to restore the land, King Cacoma has called on three reluctant heroes who possess the power to draw lines in the scenes of the kingdom and bring them back to their original form. The game play is very reminiscent of Qix, though the enemies that fly through the 21 stages of this puzzler are not as interesting and unpredictable as the wavy line creature that gave Qix its

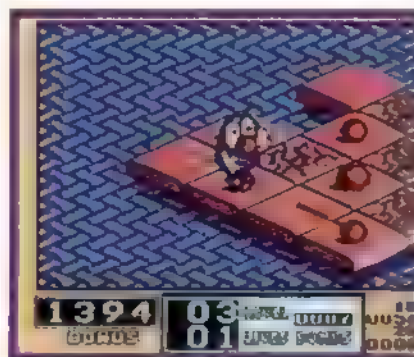
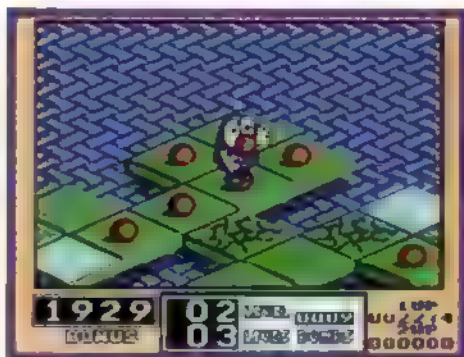
name. The three heroes of Bizyland—a boy, a girl and a robot—each possess a different degree of speed and strength. There are also three level difficulties. Two players can cooperate with each other or compete to see who can claim more of the land in the shortest amount of time. The graphics are a good example of the Japanese animation style that is gaining popularity in the U.S. A humorous series of cutscenes introduces the story at the beginning of the game.



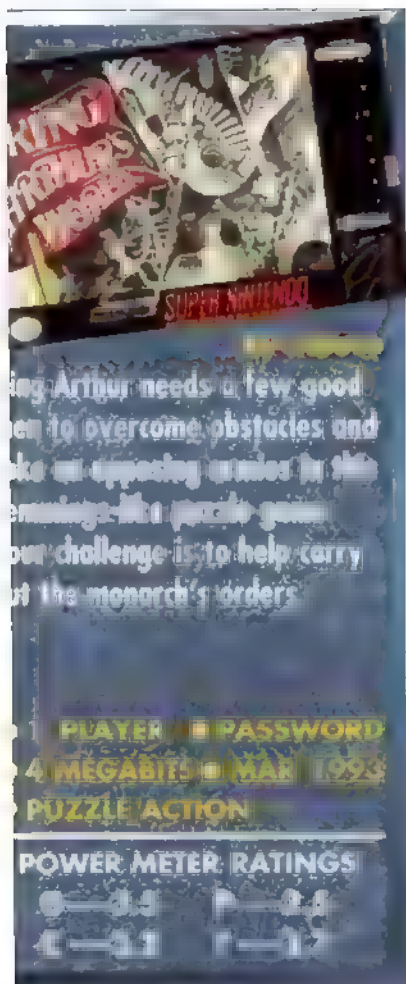
## KABLOONEY

A series of tiles floats on water in this puzzler. There are small bombs stationed on some tiles while other tiles are cracked and will crumble on contact. In advanced levels, there are tiles with switches, teleporters and slippery ice. There are also occasional enemies. Your job is to negotiate the tile islands and detonate all of the bombs. It's important to detonate the bombs in the right order, because a detonation causes nearby tiles to sink. If the bombs

blow in the wrong order, you may be surrounded by water with nowhere to go. The action is shown at an angle which makes controlling the character a real challenge, considering that you have to move mainly with diagonal motions. This lack of "user friendly" control could make early stages frustrating for beginners. There are no cutscenes in all. The music is appropriate for the style of game and a digitized voice sample is used to begin the level.







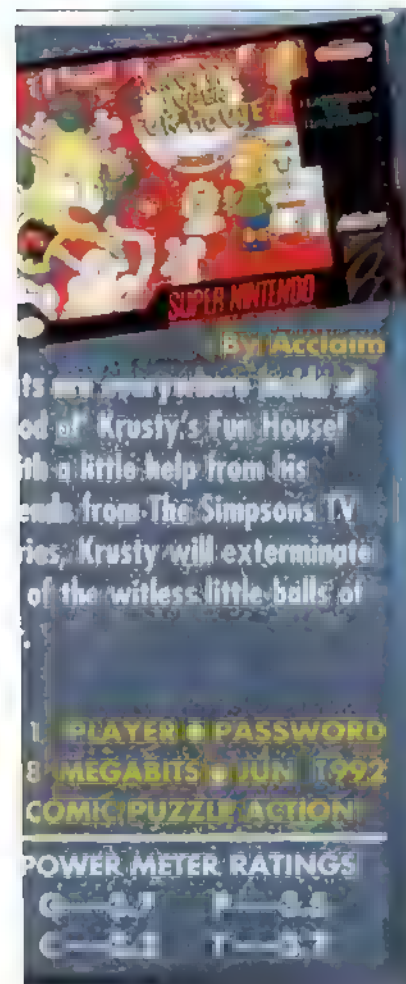
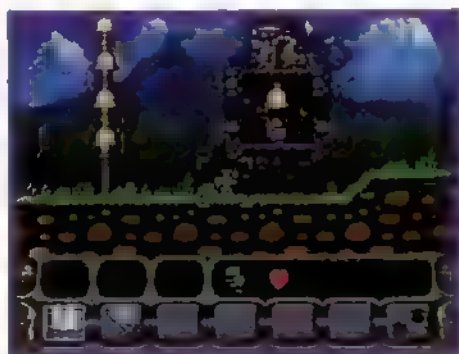
King Arthur needs a few good men to overcome obstacles and take on opposing armies in this Lemmings-like puzzle game. Your challenge is to help carry out the monarch's orders.

1 PLAYER • PASSWORD  
4 MEGABITS • MAR 1993  
PUZZLE ACTION  
POWER METER RATINGS  
C-3.3 T-1.2

## KING ARTHUR'S WORLD

Archers, knights, soldiers, engineers, wizards and gunpowder experts are at your disposal in this side-view puzzler. Your mission is to use the specialists to clear a path through obstacles and enemies in order for the king to pass. As King Arthur's men advance across the land in small groups, you can change their direction and make them carry out their special tasks at any time. The characters are slightly larger than the characters in the Super NES version of Lemmings and, like the Lemmings,

they are very expendable. One false move could obliterate all of the characters under your control. King Arthur's men can be controlled using the standard Super NES Controller or the Super NES Mouse. Both methods take some time getting used to. Chances are that you will experience a few failures before you experience success due to the less-than-intuitive play control. The graphics are well rendered and the sound, which is presented in Dolby Surround, is crystal clear.



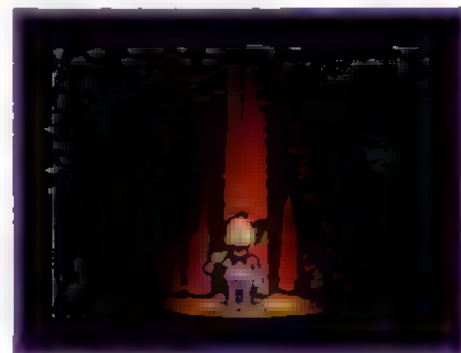
By Acclaim  
It's no mystery where you'll find Krusty's Fun House. With a little help from his friends from The Simpsons TV series, Krusty will exterminate the witless little balls of

1 PLAYER • PASSWORD  
8 MEGABITS • JUN 1992  
COMIC PUZZLE ACTION  
POWER METER RATINGS  
C-3.3 T-3.7

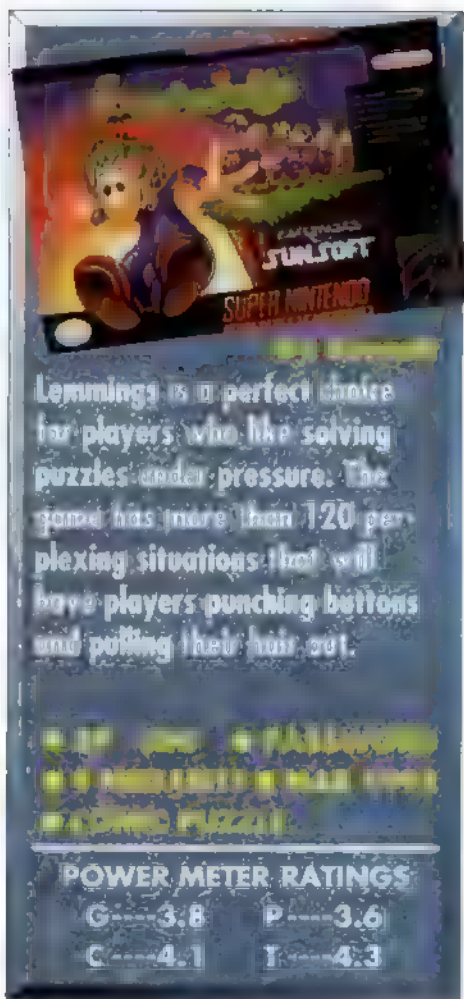
## KRUSTY'S SUPER FUN HOUSE

If you like puzzle games, try this one on for size. While the game features mostly puzzle elements, there are some elements of action, too. For example, Krusty can chuck custard pies at various enemies that he confronts, like Flying Pigs. There are five main sections in the Fun House, each containing multiple rooms. There are enough rooms to keep most puzzle game fans interested for hours on end. After Krusty exterminates all of the rats in a particular room, he locks the room up and he can proceed to the next. Power-

Up items like extra custard pies, super balls and Krusty dolls are scattered throughout the Fun House. They will come in handy. The difficulty level steadily increases from Section 1 all the way through to Section 5. Some of the Fun House rooms are very large and there is a lot of territory to cover. In fact, some of the rooms in Section 5 actually take Krusty outside of the Fun House. The comical Simpsons characters add a lot to the enjoyment of this game.



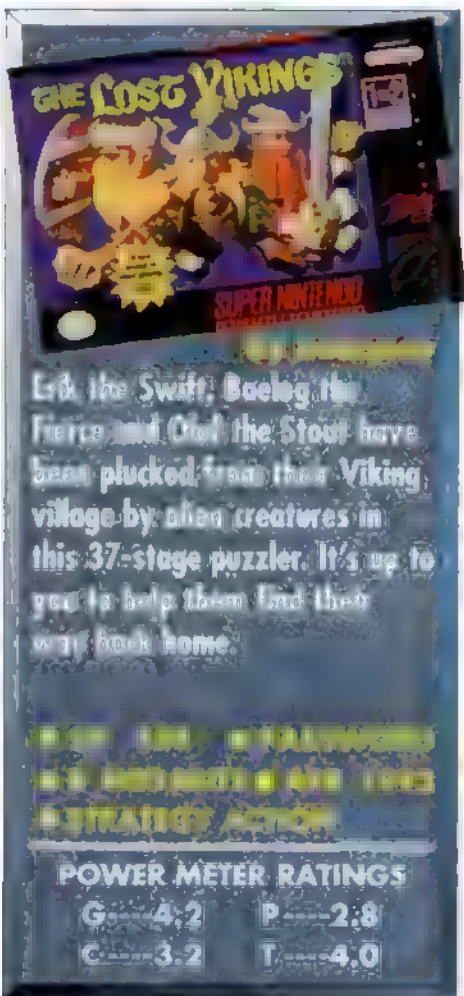




## LEMMINGS

Lemmings don't waste time thinking. In fact, the real little rodents have a curious history of marching mindlessly off cliffs, into water, and smack into other perilous situations, totally oblivious to the danger. Sunsoft's Lemmings are much like the real things. They drop out of trap doors and start walking without any thought to their destination or purpose. You must guide them safely to each level's exit, which isn't as easy as it sounds. There are eight skills that you can assign to individual

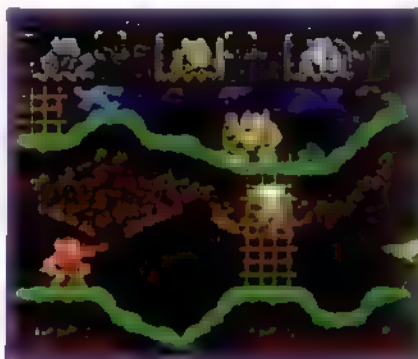
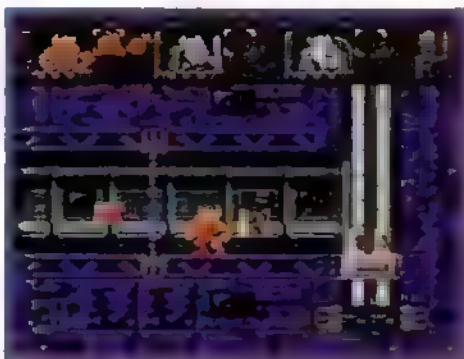
Lemmings to get them to perform tasks as building bridges, blast through obstacles and digging through the earth below. And while you pose their future and decide how to get them to the exit, they'll just keep marching along with total disregard for their safety. The puzzles become increasingly complex as you work your way through all 125 levels. While improved from their NES likenesses, the Lemmings graphic portrayal could be better.



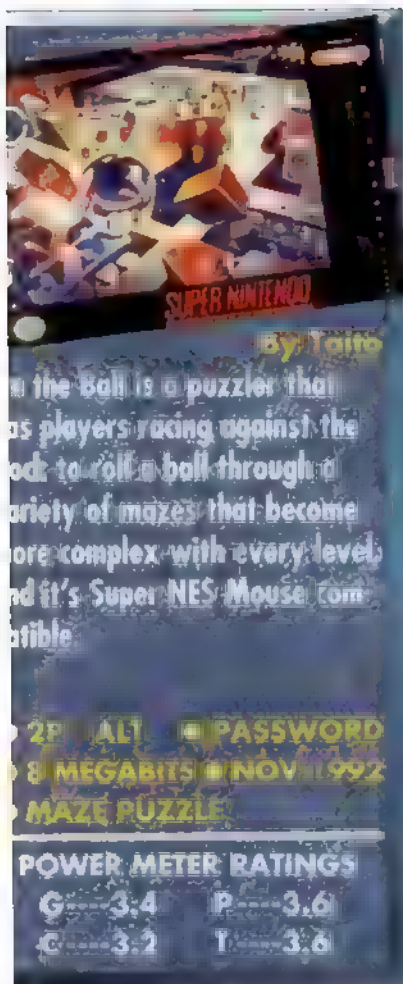
## THE LOST VIKINGS

Three Vikings with different skills attempt to escape from an alien spaceship and return home in this side-view thriller that features humor and puzzle solving. Erik the Swift is the leader of the group. He can run quickly and jump, but he has no weapons. Baelog the Fierce is a master of the sword and bow, but he cannot jump. Olaf the Stout is the defensive expert of the group. This shield-carrying strongman also cannot jump, but he can use his shield as a hang glider to float safely to

the ground or as a platform for Baelog. The three characters are controlled one at-a-time as they use their special skills to help clear the way through challenging levels. The warriors work as a team. If one of them is defeated, you'll have to start over from the beginning of the stage. This aspect of the game can make things a little frustrating. All in all, the Lost Vikings is a good place to find a satisfying and involving challenge.



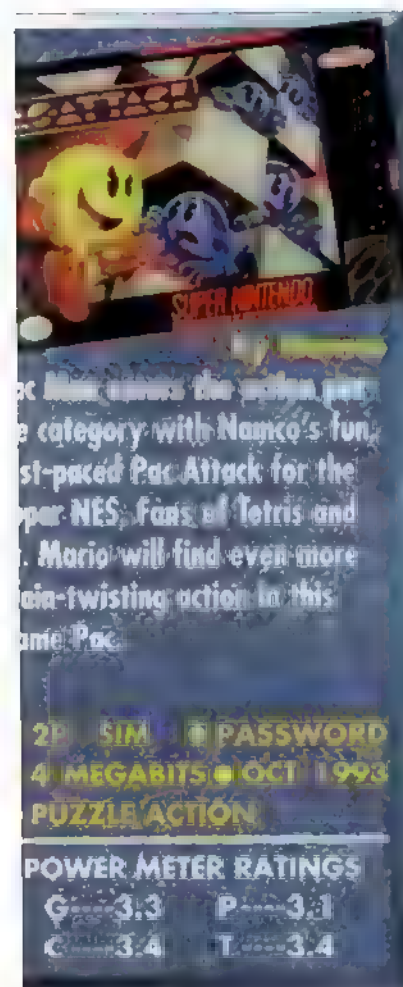
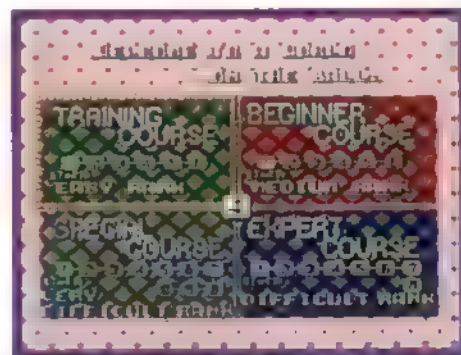
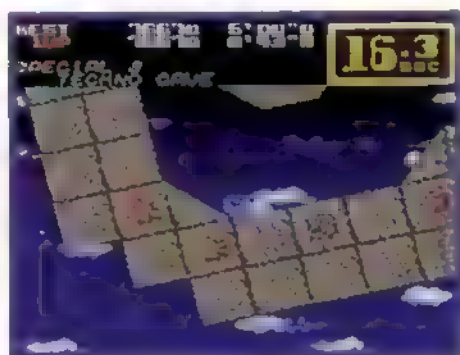




## ON THE BALL

On The Ball is a puzzle game that's not for the faint of heart—or the weak of stomach. Instead of controlling the ball, you control the maze, twisting and turning it to make the ball fall in the direction it needs to go in order to reach the goal. The result is that most of the screen rotates quickly while the ball moves relatively slowly. You control the maze movement with either the Control Pad or the L and R Buttons on a regular Controller or with the Super NES Mouse. Red and Yellow Arrows

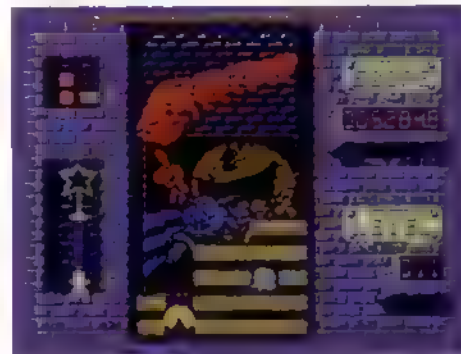
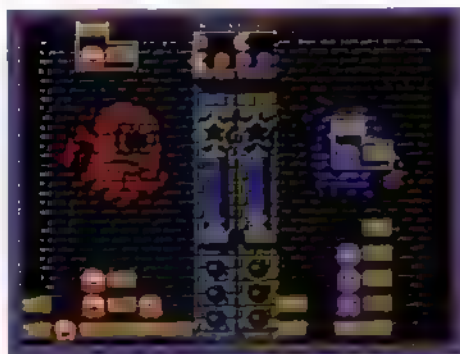
mark your path. Reverse Gravity and Limited Rotation rounds make the action even more interesting. The game has three speed settings and four planes of play, each consisting of four stages. The number of rounds in each stage varies. It's an unusual puzzler that makes interesting use of Super NES Mode 7. Fast fingers certainly are a plus. You don't have to be a power player to have fun with On The Ball, but if you get dizzy easily, you might want to pass.



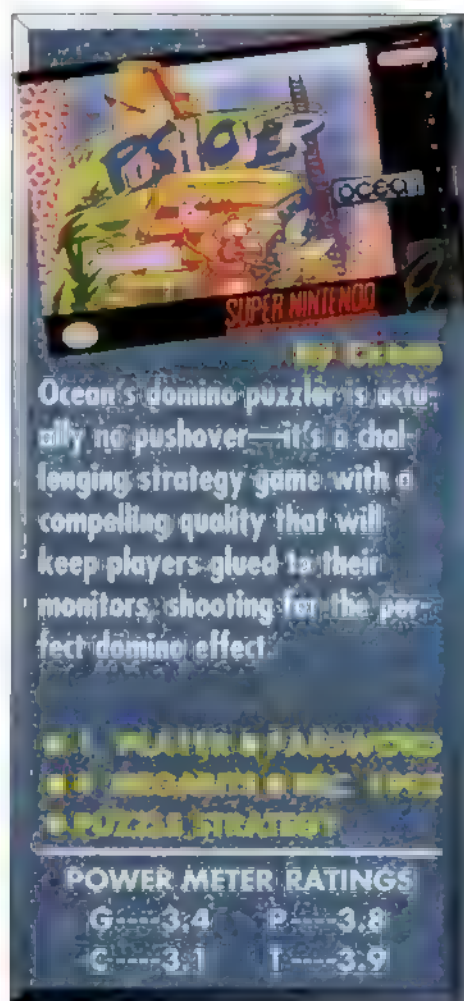
## PAC-ATTACK

The basic idea of Pac Attack is that when the blocks fall, Pac Man gets to gobble up the ghosts. If the stack reaches the top, the game ends. When the blocks make full lines, they disappear. Positioning falling blocks so that the ghosts line up, and giving Pac Men lots to munch is one of the strategies. Play control will be familiar to anyone who has played Tetris, so it is easy to learn. Solid graphics and excellent music add a sense of energy to the game. The two-player option is a kick. You can make

life difficult for your opponent by dropping extra ghosts in his or her stack. You can also handicap yourself to even up the challenge. Inclusion of a password feature lets you move ahead at your own pace. Pac Attack also has a puzzle mode in which you try to eat all the ghosts with as few Pac Men as possible. In all, there are 100 puzzles in this mode. Some players may find that the game is too derivative. If they've already mastered Tetris, they may not feel compelled to master Pac Attack.



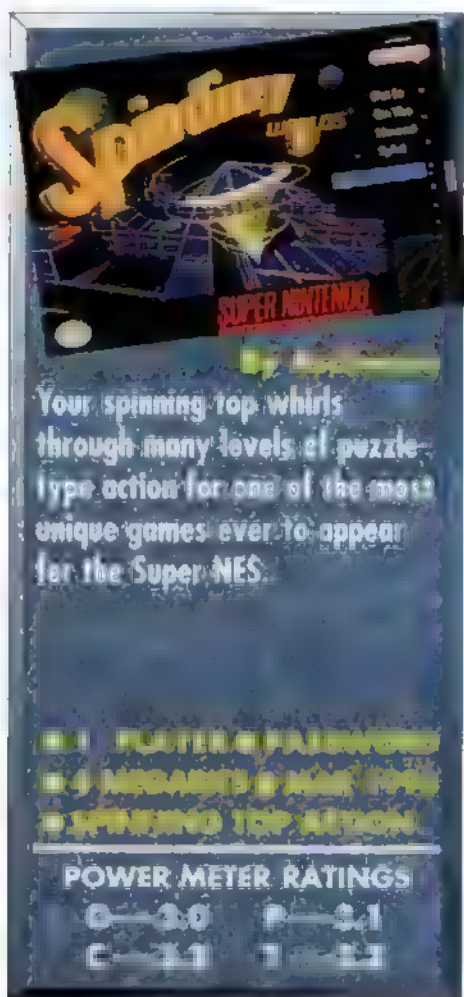
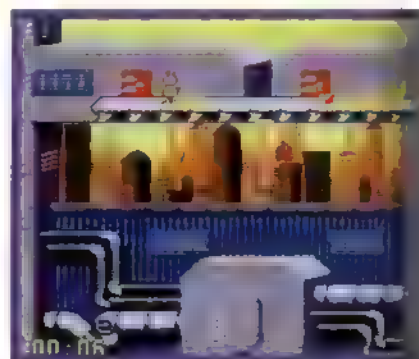
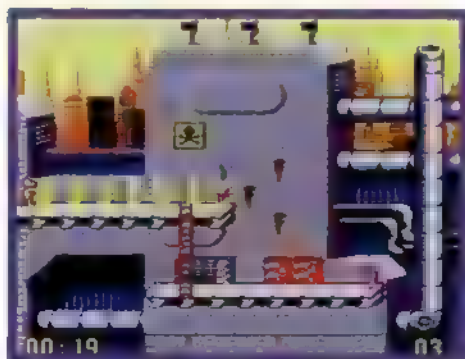




## PUSH-OVER

This is not your standard game of dominoes. Instead of pairing them up for points as you do in the classic game, you'll be setting the dominoes up so you can push one and create a ripple effect that will topple all of the tiles on the screen. Some of the dominoes tumble, disappear, build a bridge, split the action, or explode on impact, to name only some of the special abilities assigned to various tiles. For each puzzle you have a limited amount of time, which varies, depending on the complexity of the room layout and domino

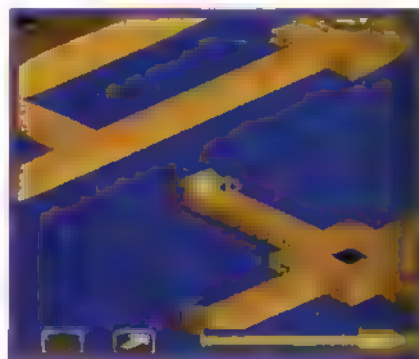
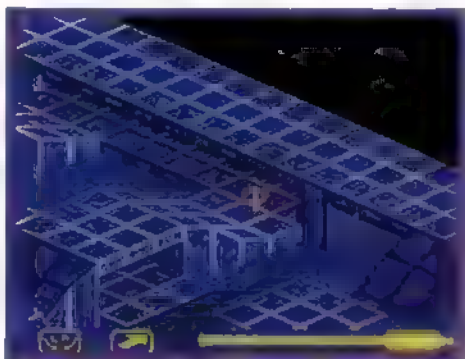
configuration. The game has 100 of increasing complex puzzles, enough to keep even the most persistent puzzlers playing for hours on end. And for hours they will—it has that compelling "just one more level" quality that keeps players pushing reset again. The game stars G.I. Ant and graphics reflect the British programmer's sense of humor. If you like puzzle solving games with a focus on you will definitely be a pushover. Push-Over.



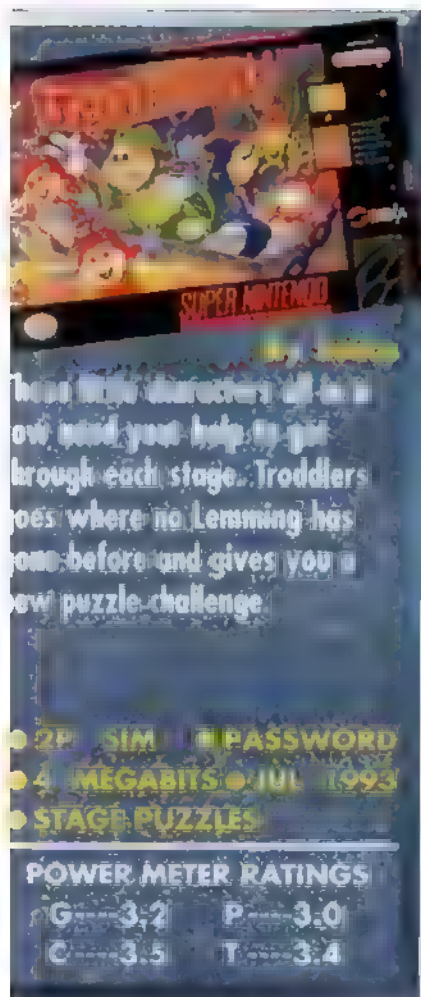
## SPINDIZZY WORLDS

The complexities of the many levels in Spindizzy Worlds can really make you dizzy in this unusual action game from Asciiware. The three-quarter overhead view has a 3-D look that is emphasized by ramps and steps. As a spinning top, you have a limited amount of fuel with which to complete a stage, spinning from one part to the next to collect items. There are 32 stages and 100 levels in all, each with various types of traps which become more complex as you proceed. Obstacles like hills and platforms can make moving around this

geometric world very tricky, and if you fall off the edge, you'll lose some of your precious fuel. Some stages have enemies that you must evade, like voracious Pak Attack critters. One of the game's quirks is its selection process. Spindizzy Worlds is a complex puzzle action game that makes nuclear physics look like child's play. The most difficult part of the game is at the start when you have to choose various options. The graphics are appealing, but the game play is as deep as the 100 levels suggests.



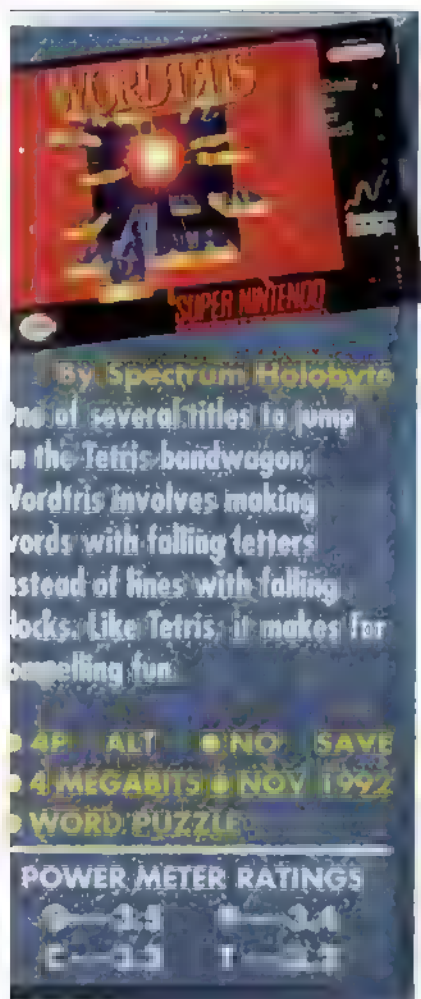
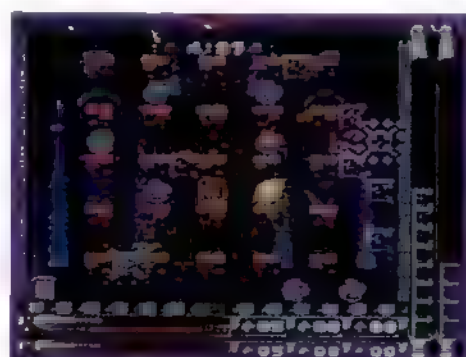
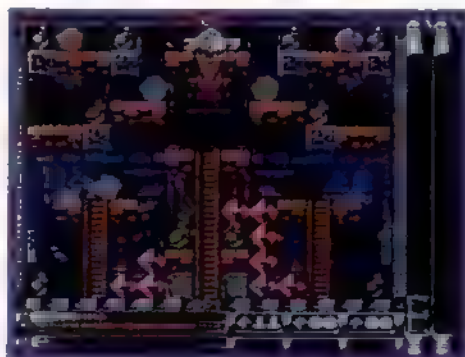




## TRODDLERS

This action puzzle game may resemble Lemmings or Humans at first glance, but it's really quite different. You control a magician who uses blocks to create pathways for the tiny Troddlers to follow on their way to the exit. The challenge comes from placing the blocks correctly and cleverly using the limited numbers of blocks given on each stage. In a way, the game is more like a cross between Fire 'N Ice (NES) and Krusty's Fun House, both solid puzzlers. Troddlers scores over both of those games by adding lots of option

modes. You can play the two-player option either cooperatively as a team or as opponents. There is also a learning mode that teaches sophisticated techniques that will help you in the actual game. To top it off, Seika has included a Super NES Mouse capability, which works very smoothly. In fact, the game plays noticeably better with the Mouse than with the Super NES Controller. In addition to all this, Troddlers has elaborate backgrounds that add a sense of atmosphere.



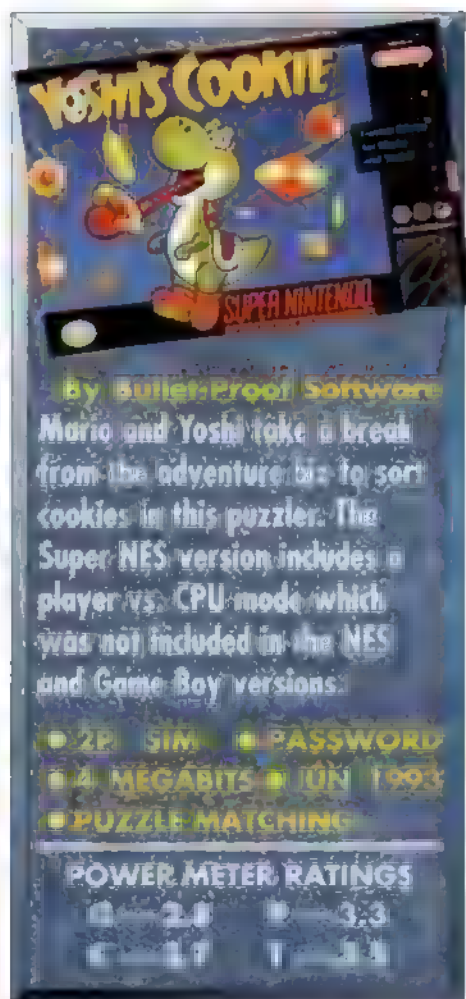
## WORDTRIS

Tetris fever spread like crazy when it was first introduced and Wordtris promises to be contagious, too. As the letters fall from the top of the screen, you must try to make words with them. If stacked letters reach the top of the screen, your game is over. Two can play simultaneously in either the Cooperative or Competitive Mode and up to four can play in Tournament Mode. Before starting, you can determine the minimum number of letters that can make up a word by setting the

difficulty on Child, Novice, Advanced or Expert. There are ten levels, A-J. To reach the next level, you must complete a predetermined number of words. To make things interesting, bombs and acid bottles sometimes fall instead of letters. You can use them to blast fallen letters out of the picture. The game has excellent sound, and with a dictionary of 50,000 words, it is tough to stump. Its many modes of play make Wordtris a versatile puzzle game perfect for family fun.



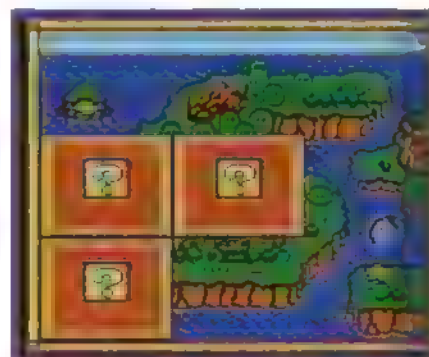
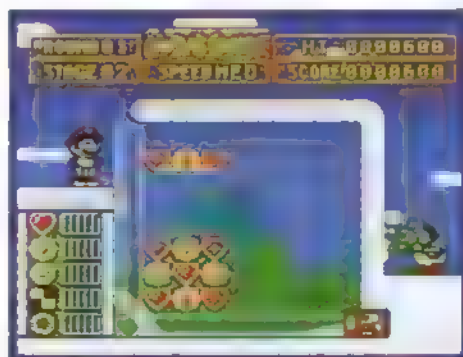




## YOSHI'S COOKIE

Puzzle pieces appear in a square grid in this game with a cookie factory theme. It's your job to shift the rows and columns so that the pieces match and disappear. In the action mode the pieces slide onto the screen at a steady rate. In the puzzle mode all of the pieces are on the playing field at the beginning of each stage. You have a set number of moves to clear them away. Both the action and puzzle modes feature 10 rounds that are made up of 10 stages each. Between rounds, the backgrounds switch to a different

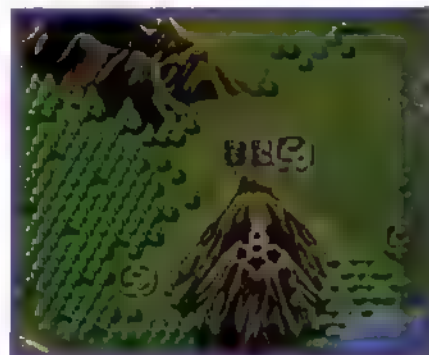
Super Mario World-style setting. The VS. mode is a split screen battle between two cookie factory controllers. Matches that one character makes can affect the other character's playing field. Mario, Yoshi, Prince Toadstool and Bowser participate in the VS. mode. The characters have strengths and weaknesses that affect their performance. Two players can play head-to-head in this mode or a single player can take on a computer-controlled opponent.



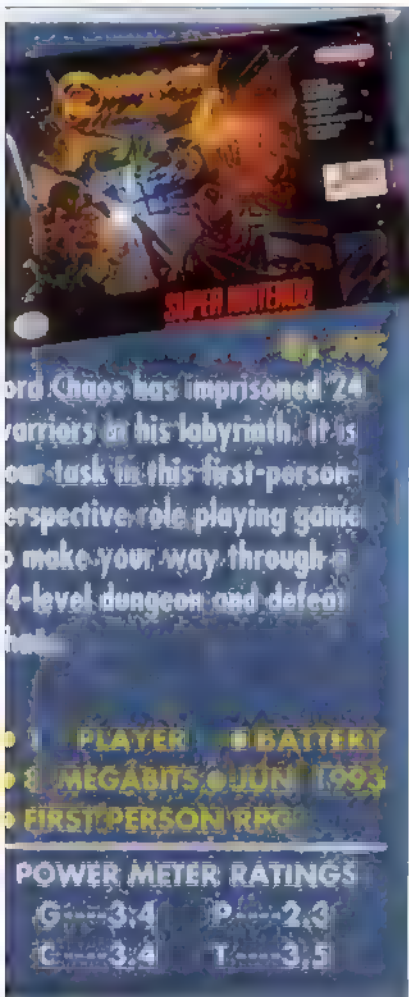
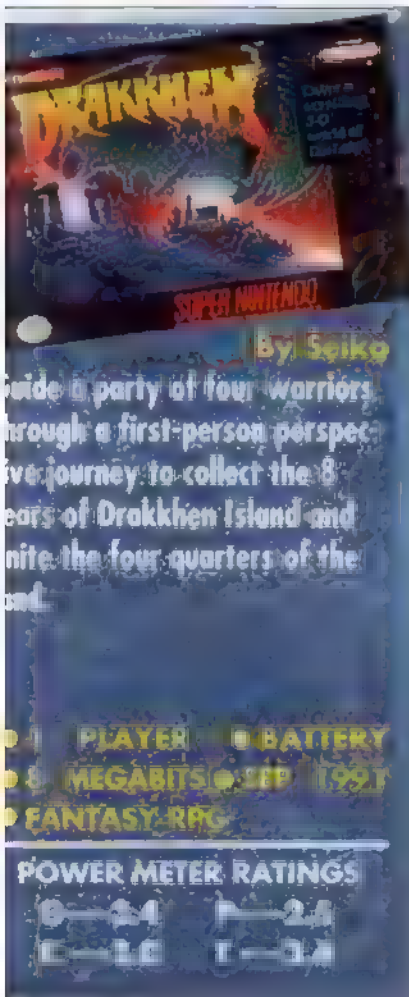
## ARCANA

Arcana is a 3-D first-person view RPG with a unique card theme. You play the role of the Card Master whose family has fallen prey to the evil forces that are sweeping the kingdom. Alone, you set out through five chapters to right wrongs and win peace for the land. Characters appear in the form of cards. This is true both of friendly characters and enemies. Due to the twistings of the plot as you progress in the game, some one-time friends may become enemies and vice versa. The betrayals and shift-

ing composition of your adventure are some of the most interesting elements of Arcana. Like most RPGs, you must increase your levels, buy weapons, use magic and explore territories. The territories you explore in Arcana always take the form of maps, some of which are multi-level and very complex. A mapping feature allows you to see where you have already been. With enemies appearing at just about every step, Arcana takes a good while to play, probably 40 hours or more.



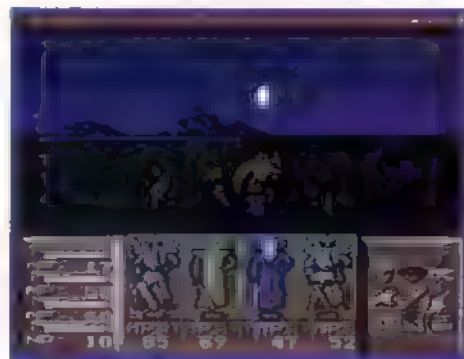




## DRAKKHEN

Drakkhen is an adventure through a mysterious land and eight castles that have been taken over by evil forces. You must form a party that consists of a fighter or amazon, a scout, a magician and a priest or priestess. Then you will set off on your first-person perspective journey. The graphics, which make use of the Mode 7 capabilities of the Super NES, flow smoothly as your party advances through the land. When you encounter an evil creature, the members of your party will step out and fight

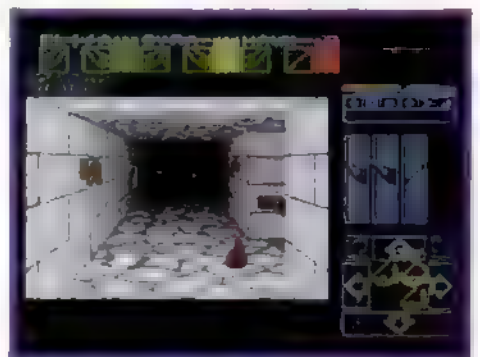
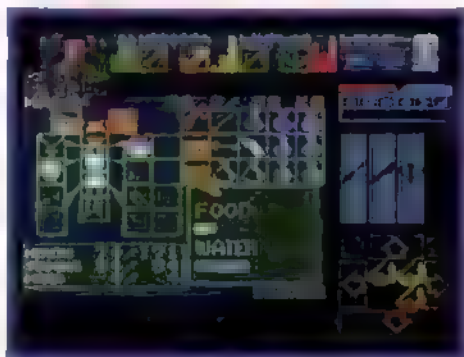
automatically. You will have absolutely no control over the battle itself. This tests the abilities of your fighters, but says very little about your own reflexes. While role playing games do not generally give players a lot of control over battles, many of them, such as Final Fantasy II, do allow players to choose methods of attack before the characters make their moves. The story of Drakkhen is long and involving and the music is well orchestrated and very appropriate for an epic adventure.



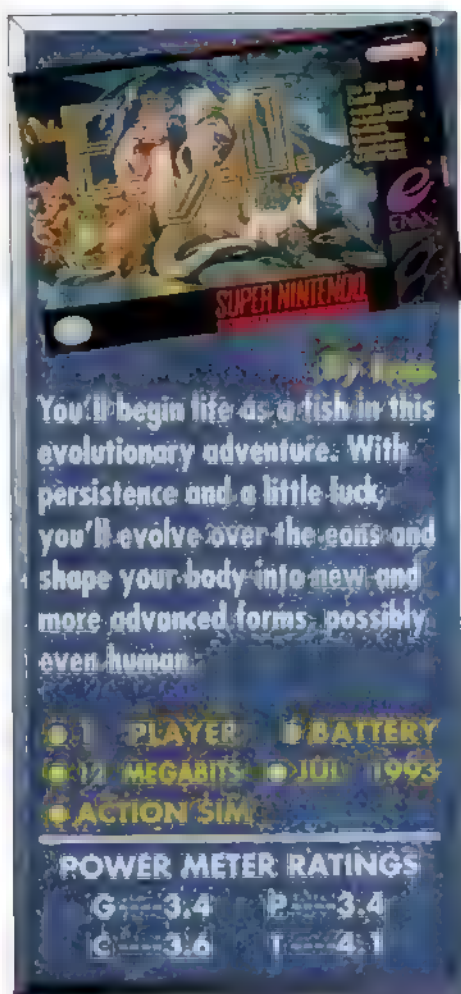
## DUNGEON MASTER

Role playing games often feature long, involved stories but very little in the way of action. This holds true for Dungeon Master, an adventure which leads you through a huge maze-like dungeon. You'll begin your first-person perspective journey by rounding up a party of four imprisoned warriors in the dungeon's Hall of Champions. Then you will continue to explore the depths of the dungeon and search for the evil Chaos. As you explore, you will encounter 20 different types of enemies

sent by Chaos. The graphics are detailed and well drawn, but they advance at a slow rate. The movement through the dungeon is a bit choppy. Moving your party is achieved by directing a cursor over a group of arrows that point in four directions and clicking on the arrow that represents the direction that you would like to go. Two other arrows allow for turns to the left and right. This method of control is not very direct and it contributes to the rather slow pace of the game.



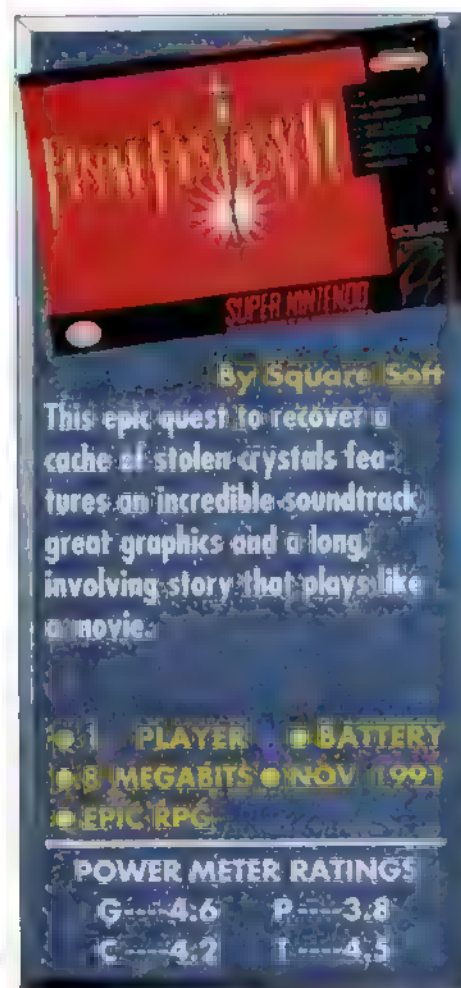




## E.V.O.: The Search For Eden

E.V.O. The Search For Eden defies the traditional categories of video games. It isn't really a simulation or an RPG, and it's not a straight action game, either, but it has elements of all three. Basically, you must survive as an animal in fairly hostile environments. Your goal is to evolve into new forms, but to do that you must build up Evolution Points, and you accomplish that by preying successfully on other creatures—eating them, in fact. As the game progresses, you will move through five

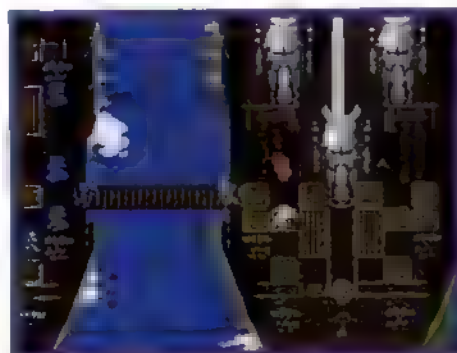
geological epochs including the age dinosaurs and the Ice Age. Evolve your body requires that you make selections from a menu. For instance, if you have enough Evolution Points, you buy a new tail, faster legs, perhaps horn or fins or larger size. The challenge is to create the perfect creature for given epoch and to eat everything that comes within range. In all, there are levels and you can save your favorite creations using the game's battery. It's a great game for experimenters.



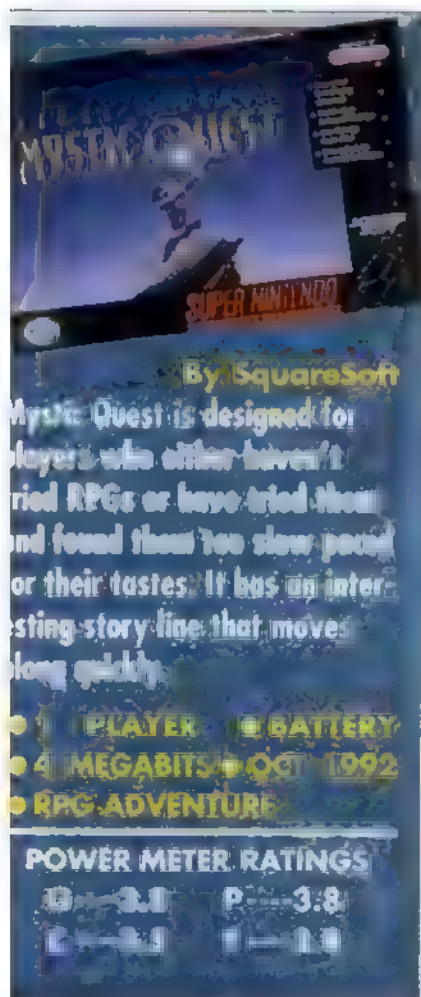
## FINAL FANTASY II

For role playing game fans there are few games that can top this one. Final Fantasy II is an epic journey that requires 30 to 40 hours of game play to complete. There are 18 towns and castles to explore, maze-like underground passages and even a finale on the Moon. You control a party of up to five adventurers who take on the creatures of the land. While the traditional role playing game fighting system means that you won't have much control over the characters as they battle, the fights

do take place in real time, which means that it does pay off to make your decisions quickly. You'll make use of dozens of different types of weapons and armor, a ton of magic spells and four exotic forms of transportation: ship, hovercraft, sailing ship and spacecraft. The story moves along in a direction with very little variation, which means that you may feel that though you are locked on a single course to the end, but an interesting and compelling course it will be.



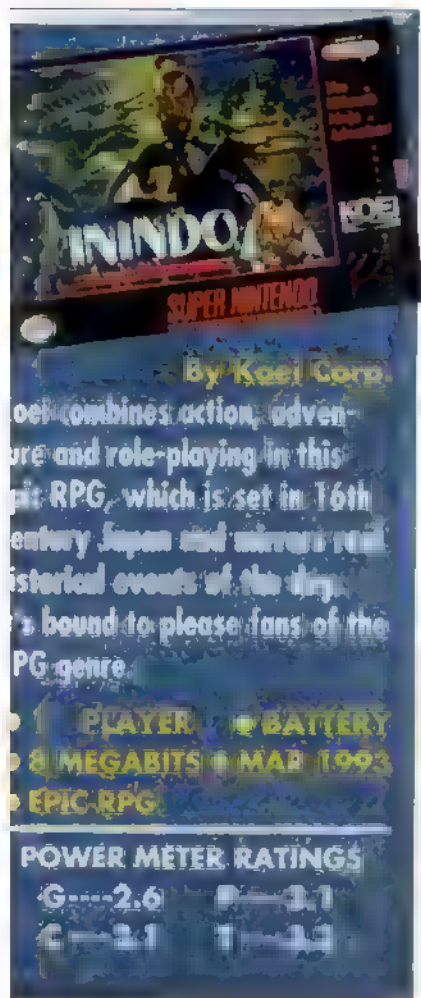
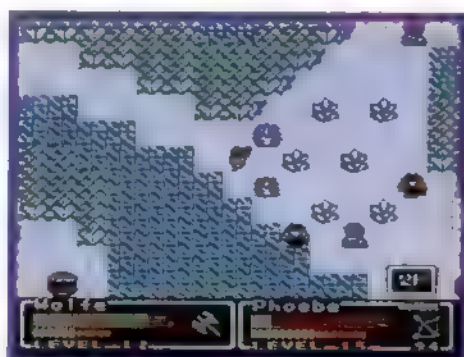
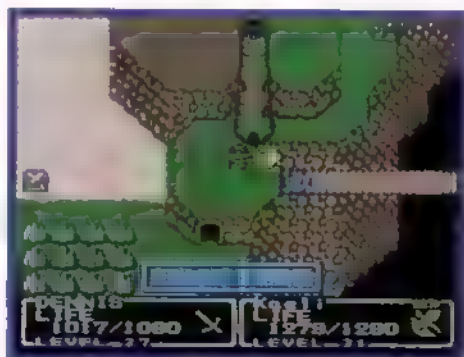




## FINAL FANTASY: MYSTIC QUEST

The hero, who has been spoken of in prophecy as the only one capable of saving the land from certain doom, sets out to find four Crystals that have been stolen by monsters. It's a typical beginning for an RPG, but Square has included features to make the game appeal to more than just die-hard role players. It doesn't have the frequent and often tedious ambushes typical of most RPGs. Instead, you see the monsters from an overhead view on the screen and can either try to avoid them

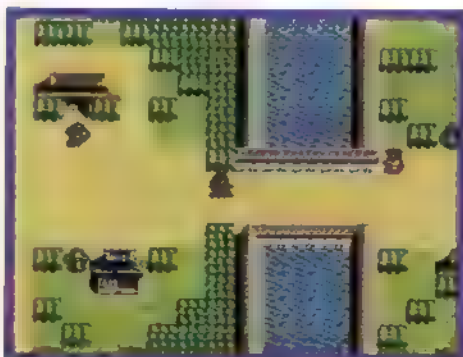
or prepare to battle them. In the battle view, attacks have been simplified and you can even have the game automatically select the attacks if you want to. Also unlike most RPGs, you can do things in the overworld, such as bomb doors and chop trees down. The result: a fast-moving RPG with wide audience appeal. The graphics are good, the sound is rich, and even the screen text moves along quickly with touches of humor here and there. It's a gem worth discovering.



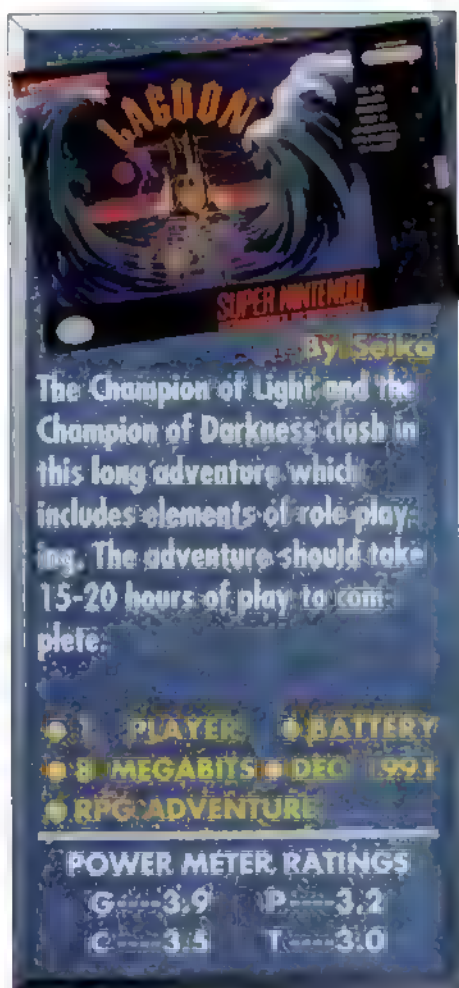
## ININDO: WAY OF THE NINJA

Koei continues its tradition of producing historically-based role-playing games with Inindo: Way of the Ninja. In this saga, you assume the identity of an Iga Ninja and travel extensively, all the while training for your ultimate battle with the bloodthirsty warlord, Nobunaga. On your journey, you will travel to 38 different towns, explore 18 dungeons and learn to use 46 different spells. At various times, you'll have more than 100 companions join and leave your party. Only when your bat-

tle strength and experience have been built up will you be an adversary worthy of the notorious Nobunaga. You can save two separate games on the battery-backed Pak, which is an inventive mix of role playing and adventure. As is true of most RPGs, this one requires a lot of strategic thinking and experience building. Although its graphics are less than exciting, the game is vast enough and the story line interesting enough to keep die-hard RPGers enrapt.



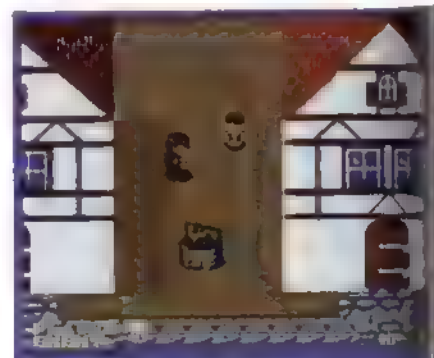
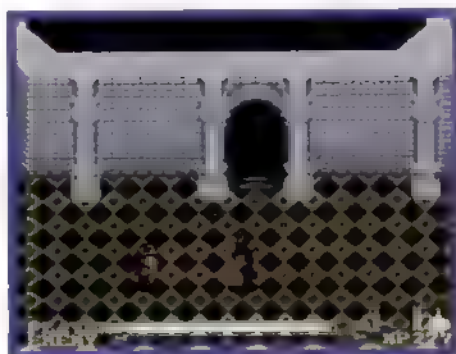




## LAGOON

This early adventure game for the Super NES has a similar style to the NES game that was based on the film Willow. The game features a long and involving story which has to do with the restoration of a land's water supply and the recovery of four staves and four crystals. You control Nasir, the Champion of Light. Your goal is to save the kingdom and take on the Champion of Darkness. There are ten areas to explore in this three quarter-view adventure and you'll encounter a big monster at the end of each level.

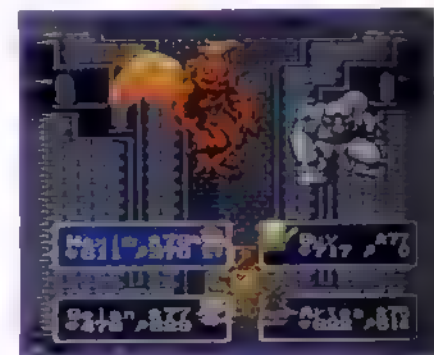
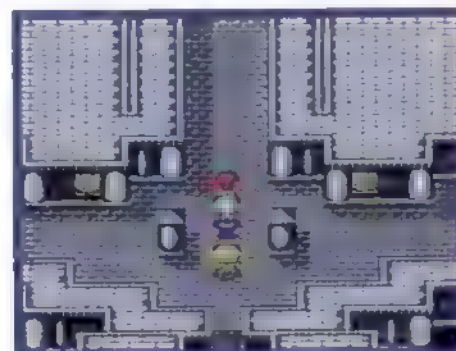
You'll begin the game in the town of Atwood. Once you find the mayor, you'll talk to all of the townspeople, you'll be able to enter a cave and begin your adventure. The game features walking around towns and gathering information from the locals. While it is a very early effort, it doesn't hold up against The Legend of Zelda—A Link to the Past. Link has more moves and The Legend of Zelda requires even more time and problem-solving technique for most players to complete.



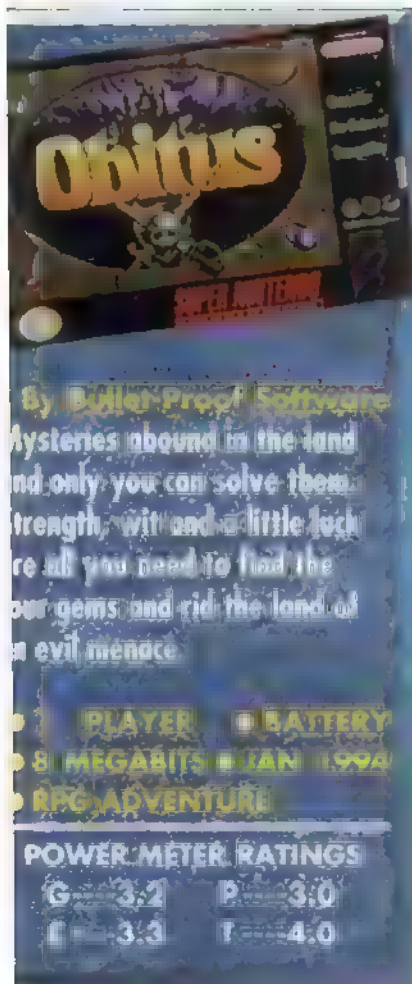
## LUFIA & THE FORTRESS OF DOOM

Lufia & The Fortress of Doom covers the tried-and-true territory of fantasy role playing games with a plot concerning the unredeemable evil of ten Sinistrals in a land of castles, caves and villages. As the hero, you must conquer evil; build up your levels; collect money, items and magic; talk to everyone; and conquer still more evil. Players familiar with Final Fantasy II will instantly recognize the style of interface and the similarity in graphics. Just as in that game, Lufia has an

angled overhead view for wandering about and a side-angle view with information for the battle scenes. Lufia has some impressive numbers with more than 165 monsters and over 300 items and magic spells to collect. In spite of all this, the game is easy to play, more like Square's Final Fantasy Mystic Quest than Final Fantasy II. Veteran RPG fans may not find the depth of involvement they want, but novice players will be able to progress rapidly.



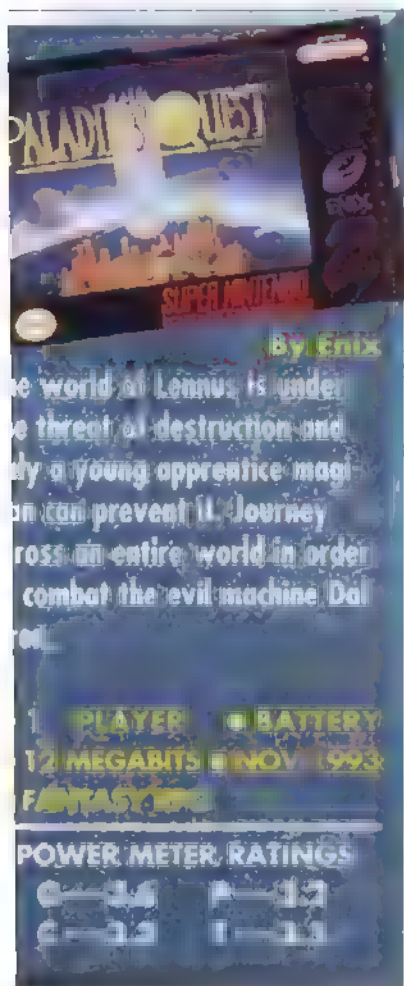
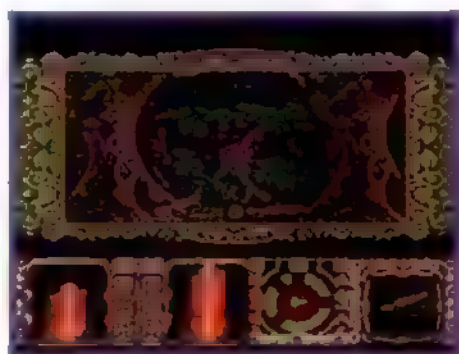




## OBITUS

Obitus offers RPG fans a new adventure with many caverns and castles to explore. Something is waiting for you around every corner, but be careful--not everything is an enemy. If you defeat an ally, you may regret it later. Most of the game is seen from the first-person perspective, similar to Dungeon Master or Arcana. Unlike these older games, the movement in Obitus flows quickly and smoothly, rather than step by step. All of the turns in the path are shown on the map in the bottom corner, but it is easy to miss them if you aren't

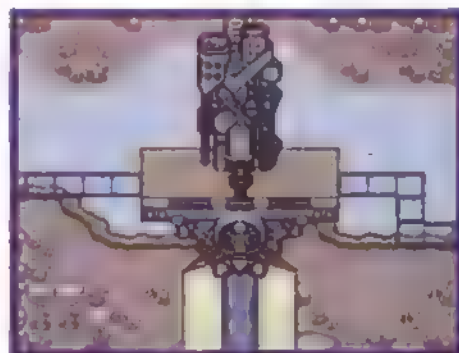
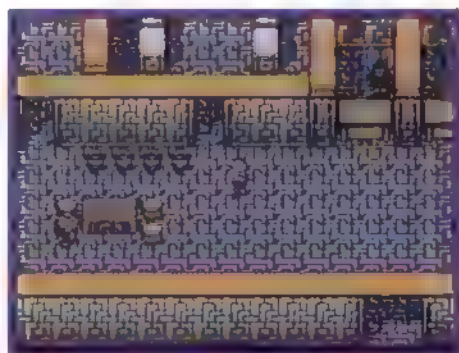
careful. When you reach an important area, such as a castle, the view switches to a 3-D action view. These areas are graphically well done, allowing players to explore the depth of the room. The controls are a little difficult to get used to but with practice become easy and effective to use. The way the combat is run may be a little bland for some players, but the story will catch most RPG players' attention. Be aware that this game can be tricky to map, but many maps are included with the game.



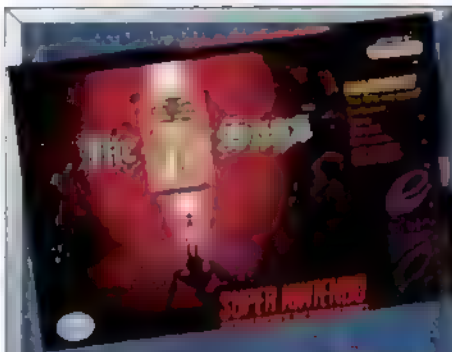
## PALADIN'S QUEST

The evil dictator Zaygos is attempting to take over the entire world. He has already destroyed the five powerful tribes in the south, and now he has turned his attention to the lands in the north. After accidentally releasing the powerful machine Dal Gren, you must try to prevent it from destroying the entire land of Lennus. Little do you realize your quest will give you the perfect opportunity to stop Zaygos. Your adventure will take you across both continents as you grow in strength and develop your magic powers. Collecting

special weapons and armor can make your quest much easier. Paladin's Quest is a basic role-playing game, along the same line as Final Fantasy II. The terrain graphics are the first thing that most players will notice. The background is very colorful and detailed, almost like a painting. Fighting is run by a menu system that is easy to control and makes fighting run faster than other RPG games. When you are moving from place to place, your character's slow speed can seem a bit tedious.







**The 7th Saga** sends adventurers on a quest to find runes hidden throughout the land of Ticondera—an epic search that Enix estimates will take players more than 65 hours to complete.

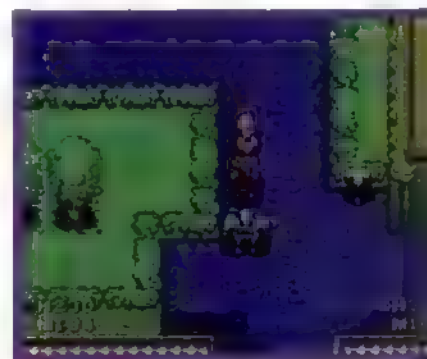
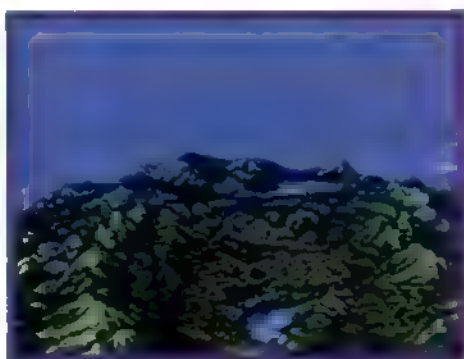
● **PLAYER** ● **BATTERY**  
 ● 12 MEGABITS ● SEP 1993  
 ● EPIC RPG

**POWER METER RATINGS**  
 G—3.7 P—2.8  
 C—4.9 T—3.9

## THE 7TH SAGA

As *The 7th Saga* opens, the king of Ticondera gives each of his seven apprentices a special Crystal and sends them off to seek the seven runes spoken of in legend. The Crystals given by the king allow them to see approaching enemies as they travel in the overworld. Each of the seven apprentices has his or her own special qualities and abilities. Some rely more on brains than brawn, and some possess awesome magic powers. Although you can choose only one as your main character,

later you can team up with apprentices who have abilities that complement your own. RPGers will find plenty to like in *The 7th Saga*. It's a big game with good graphics that takes player on a world tour using several modes of transportation, and there are lots of twists and turns to hold long-term interest. The choice of a main character has a big impact on the way the game plays out—whenver you start as new characters, they're in for new experiences.




By ASCII

Magic is returning to the land of Terra for the first time in many centuries. Robert is a young wizard with potential. He is also the only person who can protect the land from the forces of evil.

● **PLAYER** ● **PASSWORD**  
 ● 8 MEGABITS ● DEC 1993  
 ● TOP-VIEW RPG

**POWER METER RATINGS**  
 G—3.0 P—2.3  
 C—2.8 T—3.3

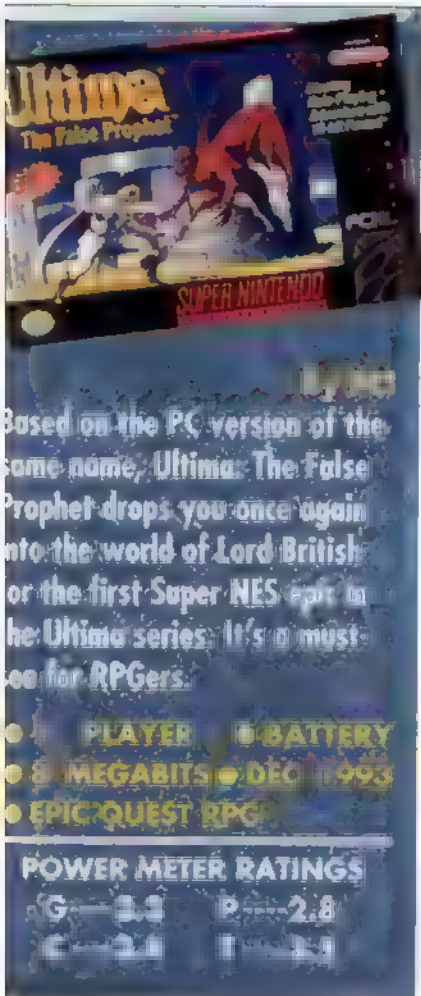
## SPELLCRAFT

For centuries, magic has flowed back and forth between the sister worlds of Valoria and Terra. The magic is now returning to Terra, and with it come the evil wizards who wish to rule Terra. Only you can uncover the aspects of everyday life that unlock the mysteries of magic. Your search for spells and weapons will carry you across both worlds before you confront the source of all evil. *Spellcraft* is a top-view RPG that requires a lot of exploring in order to discover all of the different areas of the game. As the game progresses, your

character will grow in strength, but so will your enemies. Each new world will require you to use a wide range of problem-solving and fighting skills. The game has potential to be a strong RPG title, but the graphics and controls hold it back. The characters are small and move very slowly around the screen. The fighting scenes are hard to control, leaving players uncertain whether they are winning or losing. The story line, on the other hand, is well written and involving.



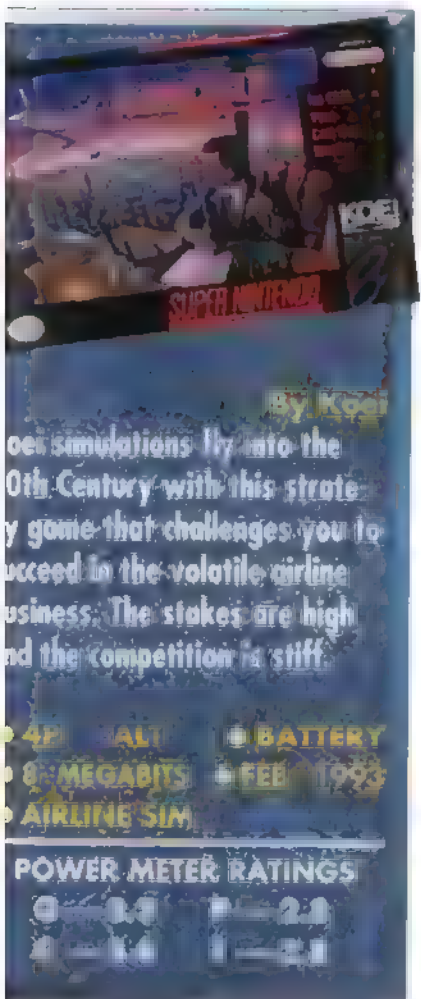
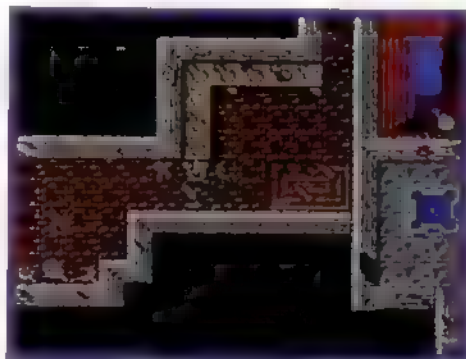
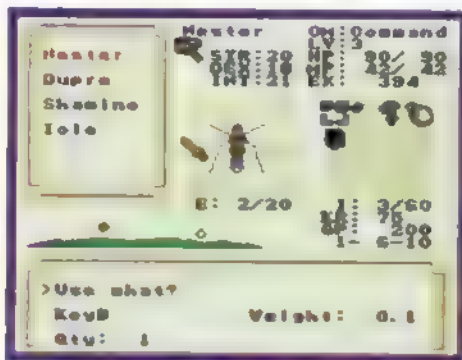




## ULTIMA: THE FALSE PROPHET

Ultima: The False Prophet puts you once again in the shoes of Avatar, and this epic quest takes you through the Moongate to meet up with Dupre, Iolo and Shamino, your companions from former adventures. When the gargoyles invade Britannia, your foursome answers Lord British's plea for help, and you set out on what is likely the longest journey you will experience thus far. As is typical of the classic Ultima RPG line of games, this one makes you travel great distances, fight

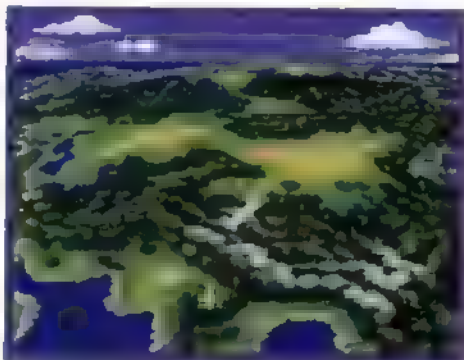
many battles, gain valuable experience, solve various riddles and search for weapons and information. There is a huge assortment of items to choose from and use. The game's graphics and sound are much improved in this Super NES version, but the overhead view makes details hard to discern and controlling the cursor takes some getting used to. Dedicated role-players will like the interesting story line and won't want to miss this first generation of Super NES Ultima games.



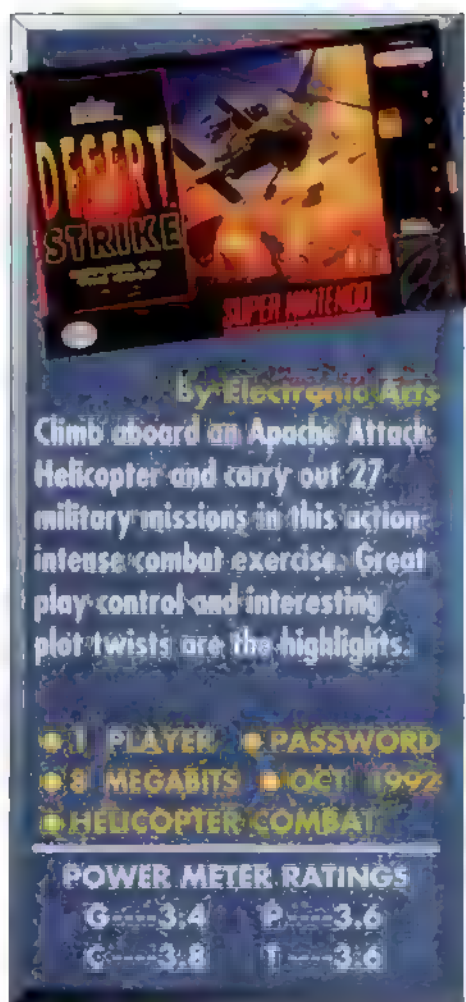
## AEROBIZ

The company that brought you Romance of the Three Kingdoms, Nobunaga's Ambition and a host of other historical simulations has launched its "Executive Series" with Aerobiz, a game that allows you to test your skills as the CEO of a multi-million dollar airline. You can open new routes, set fares, buy planes from real-life airplane manufacturers such as Boeing and McDonnell Douglas and even invest in hotels and charter companies. The atmosphere is similar to

that of SimCity in that there is very little action but a lot to do. The goals are clearly defined and it's a lot of fun to figure out exactly what actions to take in order to meet those goals without over-extending your business and running out of funds. While as many as four players can participate, each player will easily spend 15 minutes or more with every turn, making the pace incredibly slow for players who are waiting to make their own moves.







By Electronic Arts

Climb aboard an Apache Attack Helicopter and carry out 27 military missions in this action-intense combat exercise. Great play control and interesting plot twists are the highlights.

1 PLAYER • PASSWORD  
8 MEGABITS • OCT 1992  
HELI-COPTER COMBAT

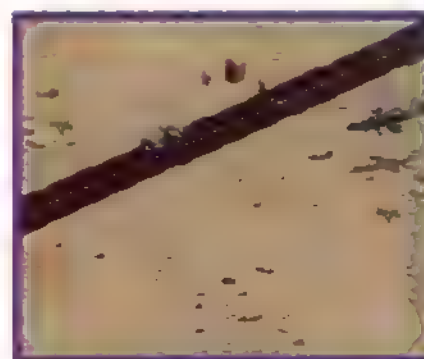
POWER METER RATINGS

G---3.4 P---3.6  
C---3.8 T---3.6

## DESERT STRIKE

A desert complex in the Mid East is your primary target in this helicopter combat game that combines strategy and action with winning results. Your first mission is to take out the radar sites and shut down communications. Then you'll move on to the power station and other important structures. When the complex is gone, the plot will thicken. Play control is intuitive and responsive. You can move the helicopter using one of three different control methods and there are three types

of weapons available. If you're on supplies, you can consult your map for hidden ammo crates and fuel supplies. If your armor is low, you can save MIA's and take them to a landing spot on the beach to get repairs. An option at the beginning of the game allows you to choose your copilot from among five candidates; an important decision that will influence the performance of your helicopter. The depth of game play and the great action of the thriller make it one of a kind.



By Koei

Medieval creatures of lore join forces with the kingdoms of men in the battle for the land of Ishmeria. Reunite the kingdom under one leader and restore peace to this war-torn land.

2 PLAYERS • SIM • BATTERY  
8 MEGABITS • DEC 1992  
MYTHICAL WAR SIM

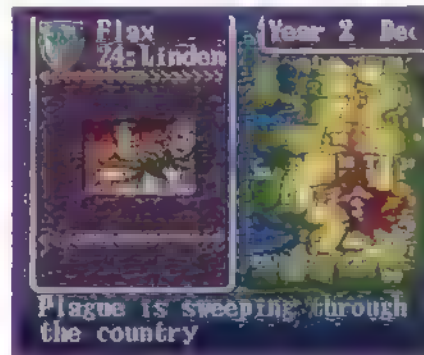
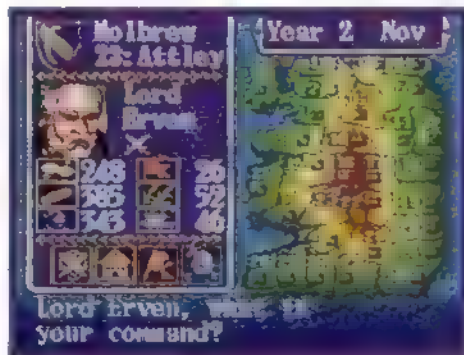
POWER METER RATINGS

G---3.0 P---2.7  
C---3.3 T---3.2

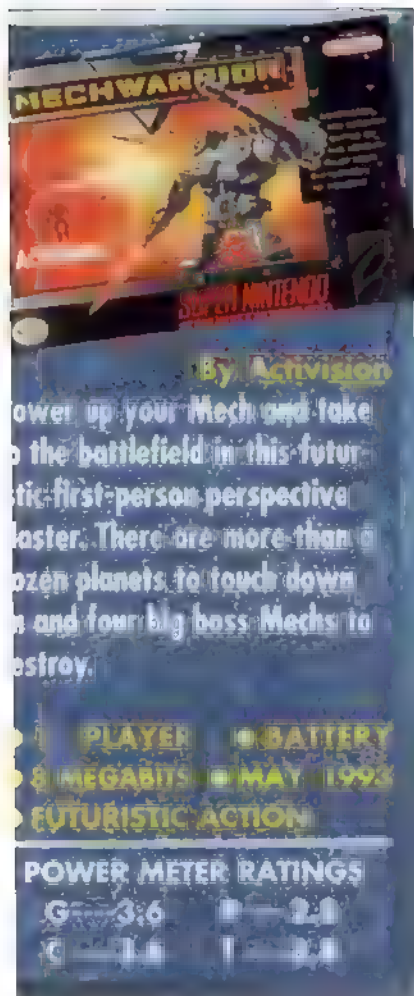
## GEMFIRE

Gemfire is a simulation war game, but unlike other games by Koei, it is set in a mythical world. Ishmeria is a land of both magic and military might. Each kingdom has control of part of the powerful Gemfire crown. As the pieces are joined, the bearer gains more and more power. You must build up enough military power to wrest control of the crown from the other kingdoms before they defeat you. Building power requires a fine balance of diplomacy, tactics, and force. There are four sce-

narios of varying difficult levels for players to complete. Each one can be played alone, or two players can test their skills against each other. Because most games take a while to play, a battery save feature is a necessity. The graphics and command icons are easy to understand, making this game a perfect fit for beginning simulation game players. Unlike other Koei games, Gemfire doesn't take long to build up your armies so you can get right into the fighting.



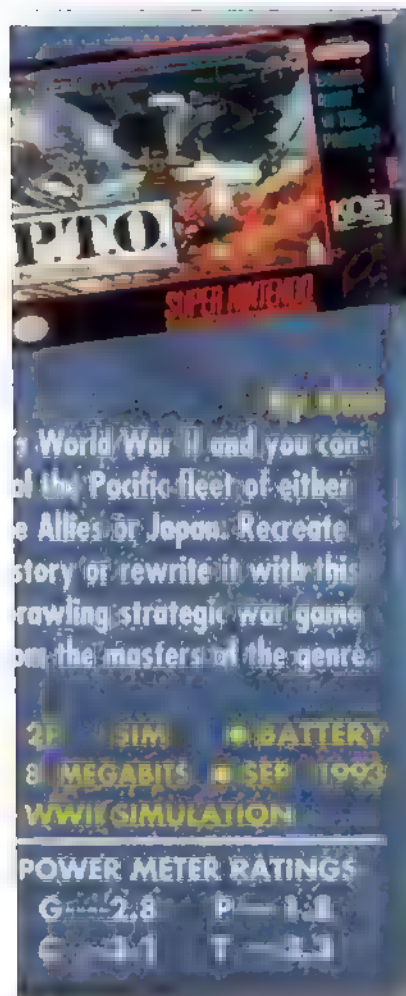




## MECHWARRIOR

This high-tech battle game challenges you to become a freelance Mechwarrior. As you earn money destroying hostile Mechs on alien worlds, you can buy new Mechs and customize them to build your own fleet of fighting machines. Your ultimate goal is to overpower the villains of the Dark Wing Lance. In between cash-accumulating missions, you'll learn the whereabouts of the Dark Wing Lance by talking to characters in the local diner and by watching news reports and

Holovids. The action is shown with a first-person perspective from the cockpit of your Mech. You must maneuver your fighter through the futuristic landscape and track down the enemy Mechs. Finding and targeting the other machines will be no problem. What will be a challenge, though, is dodging the other machines' shots since your Mech is as big and bulky as the others. The graphics are appropriately high tech and the music and sound effects are top notch.



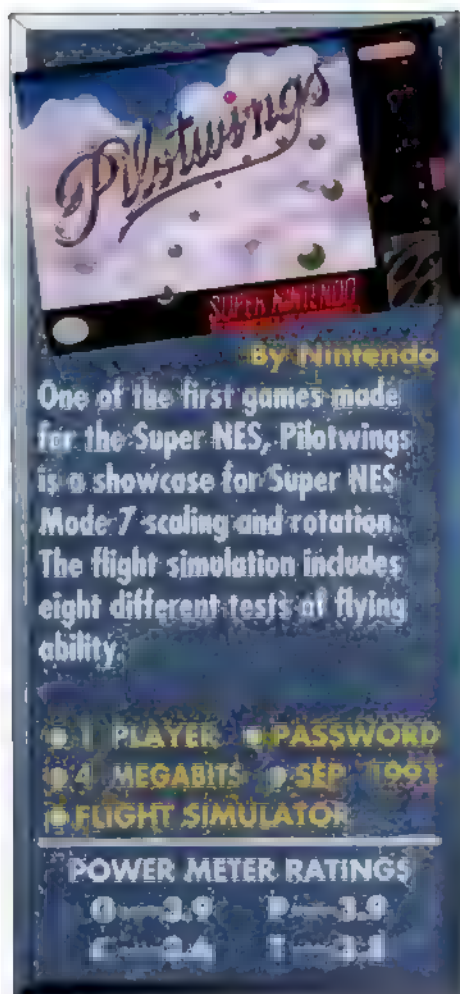
## P.T.O.

P.T.O., Pacific Theater of Operations, recreates much of the historic conflict of WWII in incredible detail. You must make all the strategic and tactical decisions, from the resupply of bases to theater-wide ship movements. History buffs should enjoy the scope of this game. The nine different scenarios are based on real engagements, but they are only beginning points. Apart from the actual ships and bases, you'll also control the admirals who run the Navy. P.T.O. is the most complex Koei game

to date. Anyone expecting a quick and easy war strategy game would do better to look at Super Conflict. The complex turn options using pull-down menus makes the game difficult to play without a great deal of patience. Super NES Mouse compatibility is not included. You'll wish it were. But players who are willing to master the intricacies of P.T.O., in spite of its clunky interface, will experience the truest war sim available on any video game system.



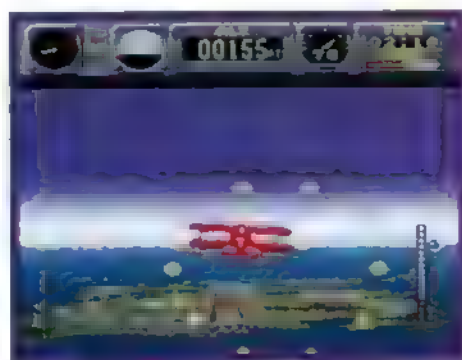




## PILOTWINGS

Pilotwings includes a variety of flying challenges using everything from planes to parachutes to rocketbelts. The early stages give you a chance to perfect your piloting skills in landing a plane or parachuting on the target. Later, when your skills improve enough to move to higher levels, you'll be challenged to complex courses and aerial acrobatics. After you master the basics, you'll pilot a helicopter on a rescue mission and take on the Expert Level, in which tricky winds and night

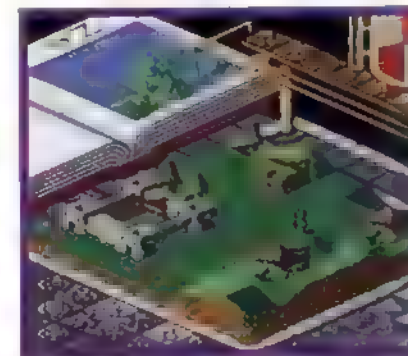
courses put your skills to the test. Mode 7 scaling and rotation combine to give a very real feeling of flying, and the view from behind the plane gives the whole picture. The varied terrain of the different sections and the choice of aircraft set it apart from other games of its type, and the play control is outstanding. Though one of the best Super NES games, it still holds its own as a game that will put your flying skills to the test.



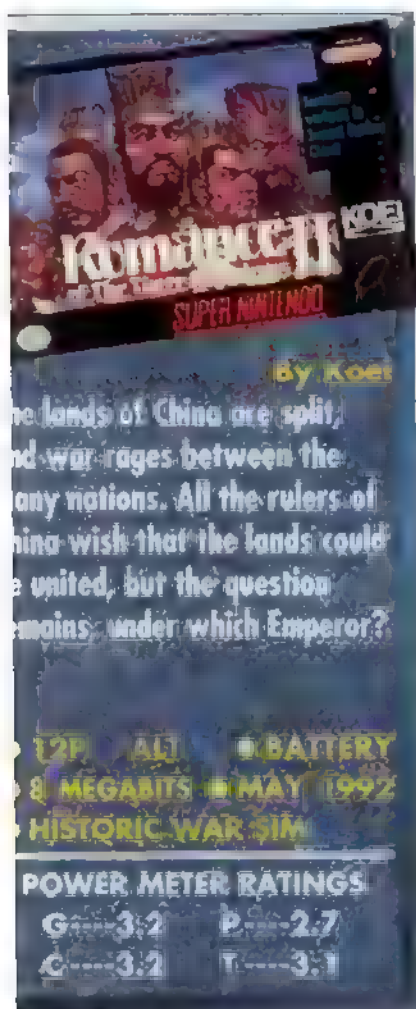
## POPULOUS

You control the destiny of your world's inhabitants—be it prosperity or financial and ecological ruin—in Populous, the simulation that became a PC standard. Coming to the Super NES in a mirror version, Populous promises to offer a user-friendly Sim experience for the player who likes to be in control of all aspects of his or her society. Strategy is the key to creating a successful world. The Password game includes ten different worlds with more than 900 different land forms. Three

modes—Conquest, Tutorial, and Custom—let simulation fans play games they like best in a format familiar to PC players. You always want to be in control. Populous puts that fate of the world in your hands. As your population grows, so does your power. Eventually, you can summon earthquakes, volcanoes, floods with your special powers. If you're a player on your list, Populous is sure to fit the bill.



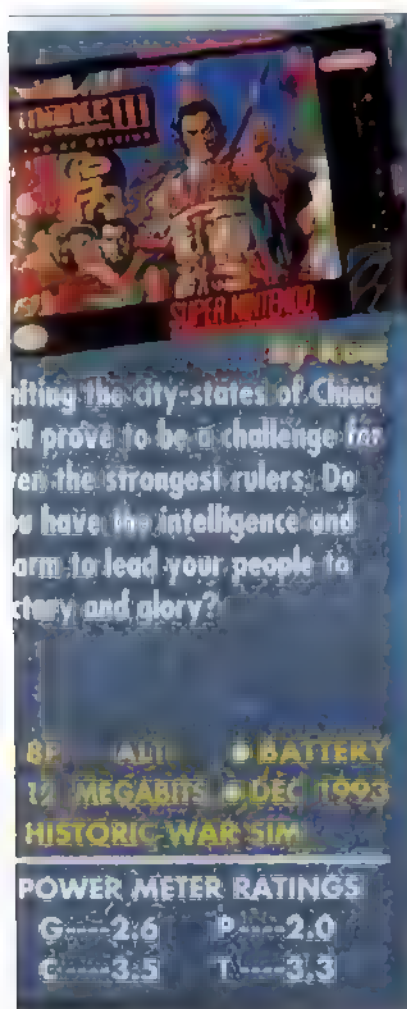
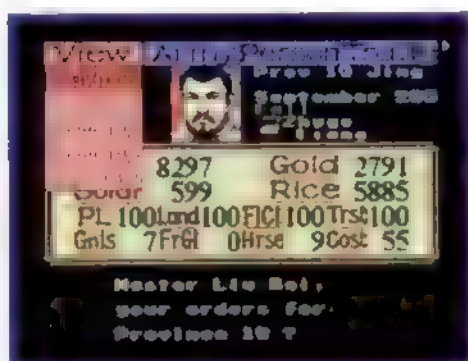




## ROMANCE OF THE THREE KINGDOMS II

Romance of the Three Kingdoms II is based on the historical battles over China between the years 189 A.D. and 220 A.D. During this period, the lands were divided amongst many warlords, all of which wish to rule the entire country as Emperor. In this simulation, you can rule the lands of any one of these warlords. Try to unite China under your leadership using both tactics and politics. In order to raise the strength of your country, you must improve the conditions of your people and train your armies at the same time.

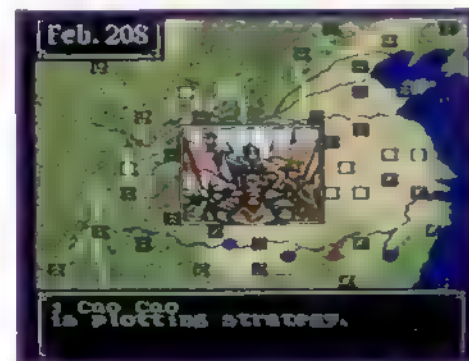
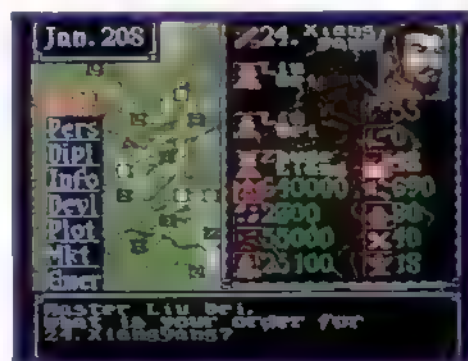
Your resources are limited, so use them wisely. There are six different scenarios for you to complete, each sets you in a different advantage. Each scenario will take about 60 to 90 hours to complete, giving simulation game players months of fun. You can also play the game with up to 12 friends, each developing his or her own country. The play control can be difficult to get used to at first. The system works by selecting commands off of pull-down menus. When you do learn how to play the game, the control becomes very easy to use.



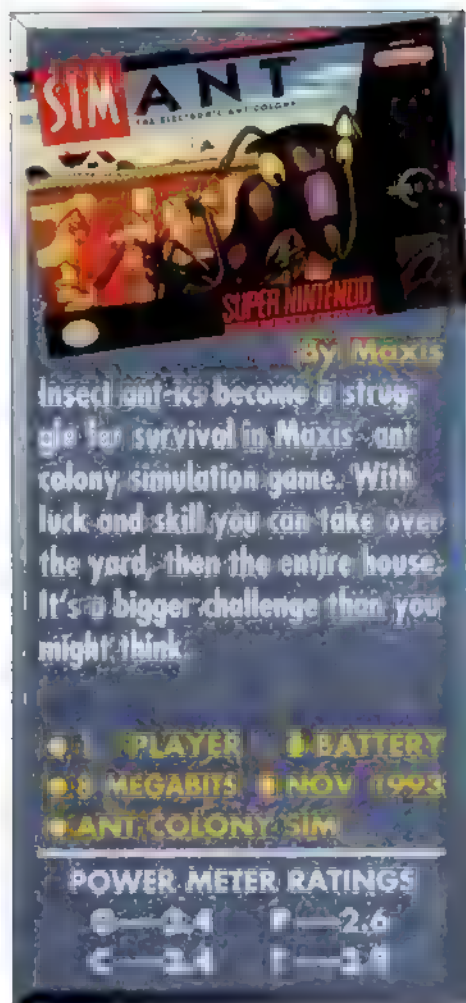
## ROMANCE OF THE THREE KINGDOMS III

This historical simulation covers the same period of time as the Romance of the Three Kingdoms II, but changes many of the elements of the game. Instead of ruling an entire territory, your power is based in a city-state and the surrounding lands. The well-defined borders of the original game are gone, giving players a more realistic map of war. The routes to the different cities are well-defined, but it is easy to overlook an invasion path when you possess several cities. The battles are no longer run on a hex map, but on a detailed map

instead. Many times you will need to storm a castle to reach your enemy's main force. You can choose from six different scenarios, each of which take many hours to complete. You can play with up to eight different players, running an entire war. When setting up a new game, you can choose from many historical figures, or you can create a warlord of your own. You also can play the game in either Historical or Fictional Mode. The Fictional Mode contains magical weapons and spells you can use against your enemies.



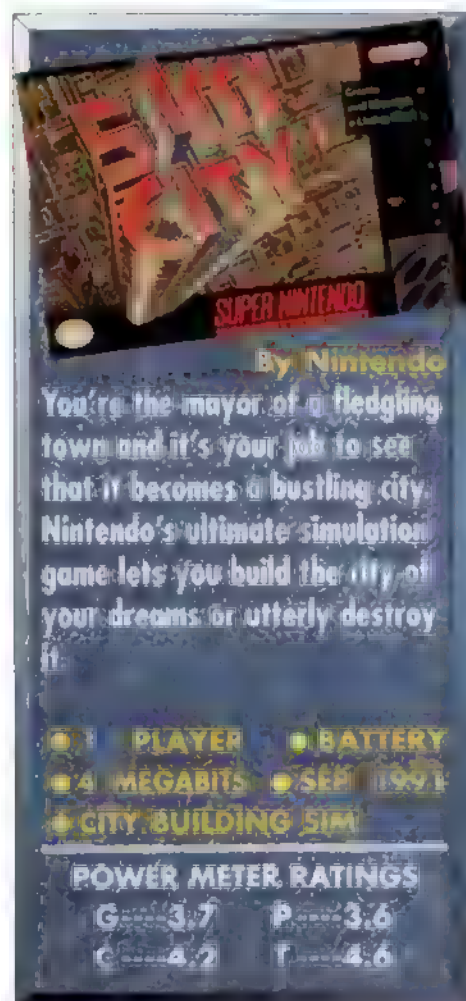
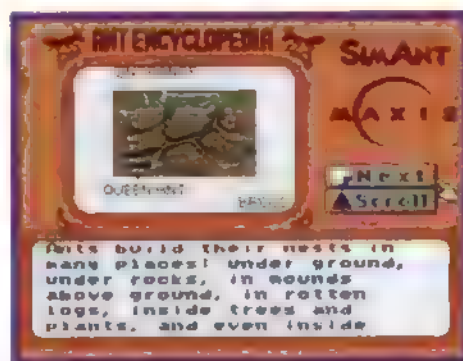




## SIMANT

Maxis has made its reputation as the leading developer of simulation games by creating very detailed and life-like models of real systems. SimCity modelled cities, SimEarth modelled planets. Now SimAnt models the life struggles of a colony of black ants. The game begins with the flight of a queen ant to a suburban backyard. There you control the queen and all of her offspring. You can determine whether ants are workers, soldiers or other types of ants. Explore the yard, fight red ants, dig elaborate complexes of tunnels, and

spread your influence into the human house. But forces are also working against you. Predatory insects and mankind can wipe out your ant colony in no time. Since you control individual ants during the game, the game's elements are probably stronger than either SimCity or SimEarth. The game first appeared in home computer versions, but the updated Super Nintendo graphics actually look better. The game can also be played using a Super NES Mouse.



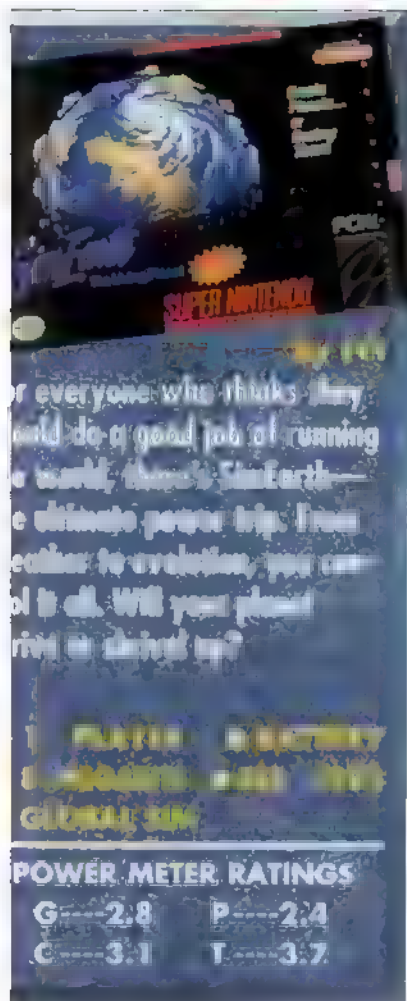
## SIMCITY

As the mayor of SimCity, it's your job to keep your Simcitizens happy and the city growing. You have direct control of zoning and infrastructure and indirect control of various side-effects of growth such as pollution, traffic congestion, crime and property values. By manipulating elements of your city and providing necessary services like fire and police protection, you'll be able to make a livable metropolis for all your Simcitizens. This adaptation of one of the biggest-selling computer games of all time gives the play-

er even more choices. Included are gifts like a zoo, library, amusement park and other public facilities to increase land values and attract people to the neighborhood. Pull-down menus offer the ability to follow progress of your city with graphs and stats. Dr. Wright is always willing to give advice when asked. There are 1,000 landforms to build on and slots for saving the game. With superb graphics and incredible depth of play, this is the best SimCity ever.



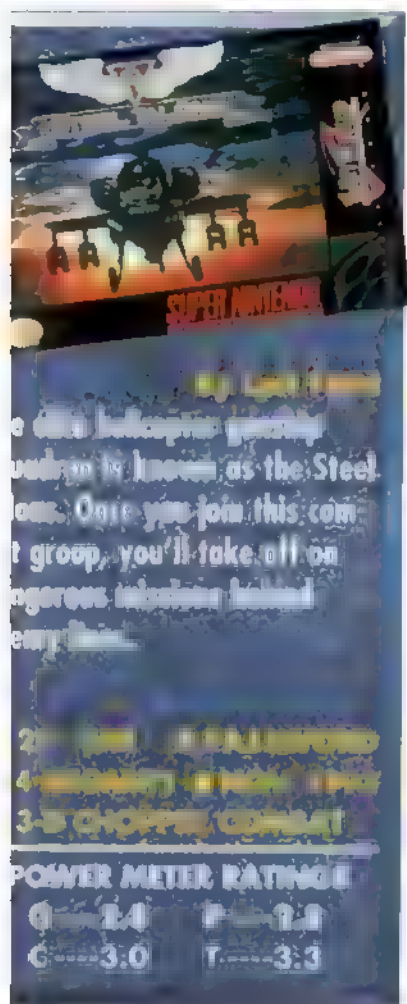
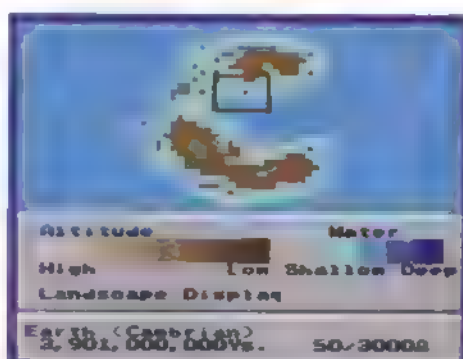
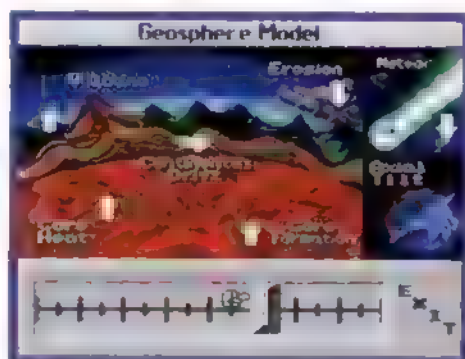




## SIMEARTH

At the helm of SimEarth, you will learn to control all of a planet's many interconnected systems to maintain a healthy balance that will encourage the growth of life and the rise of intelligence. By tweaking rainfall, volcanic eruptions, the rate of meteors hitting your planet, the mutation rate of animals and many other factors, you can nudge your world toward this nirvana. You can also push it over the edge. Too much fiddling may result in an inferno of greenhouse gases or a frozen ice

cube. To help you in your task are numerous charts, graphs and maps that show the planet's shifting geological and biological systems. SimEarth differs from the other games created by Maxis in its vast scope and in the way that the vital information is imparted. SimCity provides direct, easily interpreted visual feedback. In SimEarth, you must often study several sources of information to understand what's going on. It isn't easy and it may be too complex for some players.



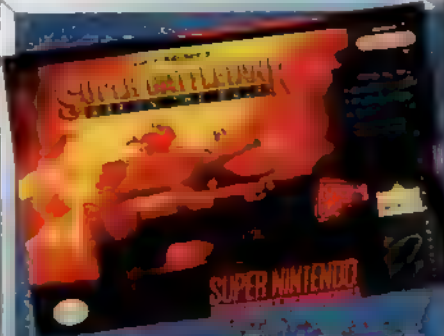
## STEEL TALONS

Steel Talons is a helicopter combat simulation featuring a behind-the-chopper view and a two-player option that allows a second player to take over the position of gunner. The game also features 3-D polygon graphics, but as you can see from the Power Meter Ratings, the blocky quality of the graphics is not overly impressive. The 12 missions generally involve penetrating enemy airspace and blasting everything in sight with machine guns and missiles. While you're making your raid, you'll come under intense anti-

aircraft fire from ground units. This game also features an Expert Mission and a Training Mission for getting started. You'll receive a mission briefing of sorts before you go in, but it contains minimal information, unlike the complex and interesting missions of Desert Strike from Electronic Arts that include a wide range of activities. While the graphics and flight control of Desert Strike are more realistic, Steel Talons offers players a unique 3-D perspective.







**By Absolute**

Take your M1A1 battle tank into the war-torn deserts of the Persian Gulf in this realistic simulation from Absolute. You'll face tank divisions, anti-tank choppers and SCUDs.

● 1 PLAYER ● NO SAVE  
● 4 MEGABITS ● JUN 1992  
● TANK BATTLE SIM


POWER METER RATINGS

G—2.6	P—3.2
C—2.1	I—3.1

## SUPER BATTLETANK

Operation Desert Storm—described by some as the video game war—takes on an eerie sort of life in this simulation for the Super NES. The graphics while inside the tank show you a view outside the window for steering and aiming. There's also information on ammo, fuel and other vehicle systems. The game also includes maps to help you navigate in the nearly featureless desert. Most people are impressed by the digitized battle graphics and sound, and driving around in the tank at first

seems very realistic and cool. The game element involves you heading out on ten missions in which you find and destroy the enemy using machine guns and 120mm armor-piercing, laser-guided shells. The missions don't vary much, although they get a bit tougher. The similarity of missions probably accurately represent missions in a real combat situation. Since you control only one tank, tactics seldom come into play. It's more a matter of sniping at the enemy.

**By Vic Tokai**

The Blue Army and the Red Army carry out war games over 55 different scenarios in this strategy-intense battle simulation. There are five levels of difficulty and up to two players can participate.

● 2P ● SIM ● BATTERY  
● 8 MEGABITS ● MAR 1993  
● WAR STRATEGY

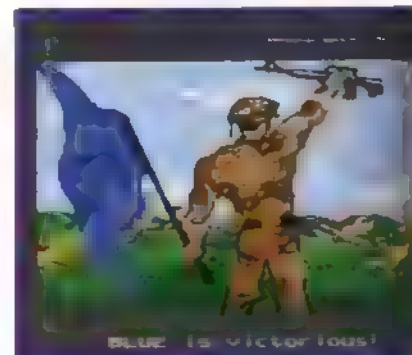
POWER METER RATINGS

G—2.7	P—3.6
C—4.1	I—4.4

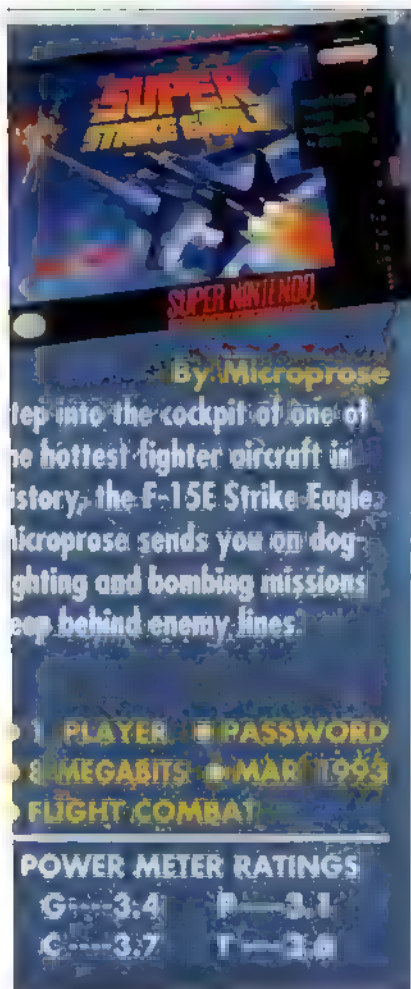
## SUPER CONFLICT

Super Conflict is a battle of two opposing forces which includes very little action but a lot of strategy and maneuvering. You control the movements of an army over a playing area that is made up of six-sided sections. Your mission is to study the terrain and formulate a strategy which will allow you to infiltrate the other army and destroy its flag unit while you protect your own flag. Armies are made up of infantry units, tanks and, in the advanced stages, boats and planes, all of which

are equipped with various weapons. You can select fast battles or long battles which offer more options. The player confrontations include a handicap option which makes one player stronger than the other so that players with different levels of experience can challenge each other. This game is a good compliment to Rampart, another two-player battle game. While Super Conflict focuses on strategy and manipulation, Rampart features more action and reflex-oriented game play.



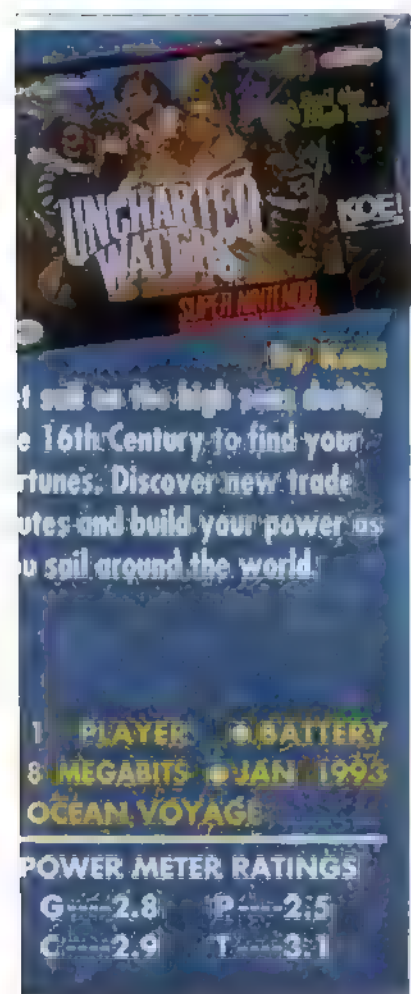
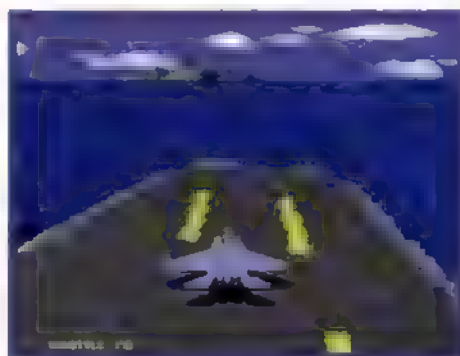




## SUPER STRIKE EAGLE

Super Strike Eagle provides some of the most realistic air combat you'll see short of actually climbing into the real plane. The first-person cockpit view used in the dogfights is very realistic, from the detailed HUD (Heads Up Display) to the smoothly scrolling horizon. You'll begin your mission in a behind-the-plane view as you take off. In the satellite view (seen from far above the theater of operations) you'll be able to steer toward mission targets and cover lots of ground. You can also

close in on enemy fighters. At close range, you'll enter the dogfight. Bombing missions utilize an entirely different view. When you get close to a target, you'll look down on your plane from above. The animation in this part of the game is a bit jerky and control doesn't feel very natural, but with anti-aircraft batteries blazing away, you'll find it gets pretty exciting. There are nine stages, some based on land and others based on carriers. Your armaments also improve later in the game.



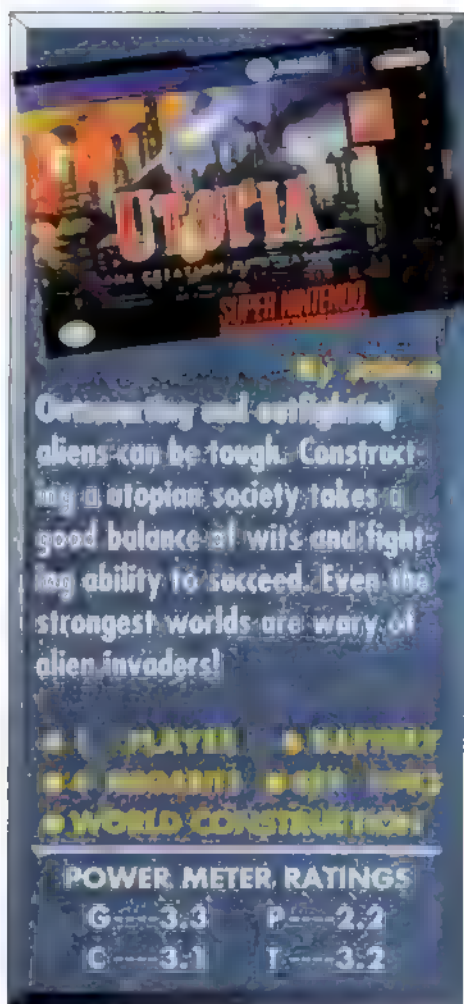
## UNCHARTED WATERS

In Uncharted Waters you play the part of a Portuguese trader at the beginning of the 16th Century. The object of the game is for you to sail the seven seas: buying, selling, and trading commodities. Try to create a vast empire for Portugal with your acquired wealth. If you succeed, you can restore your family's name to the honor it once held. You will gain back what you deserve, be it through trading or piracy. This simulation varies from other Koei games as you actively sail your ship,

adding action to a simulation game. The map in this historically-based game includes the entire world. You can sail to both Asia and the New World, or you can set up profitable trade routes closer to your home base. Managing a five-ship fleet can be tricky, especially with pirates ready to plunder your ship at every turn. Because the game can take many hours to complete, the battery save feature is a definite plus.







Constructing and outfighting aliens can be tough. Constructing a utopian society takes a good balance of wits and fighting ability to succeed. Even the strongest worlds are wary of alien invaders!

1 PLAYER 1 SUPPLY  
2-4 PLAYERS 1-4 HOURS  
1 WORLD CONSTRUCTION

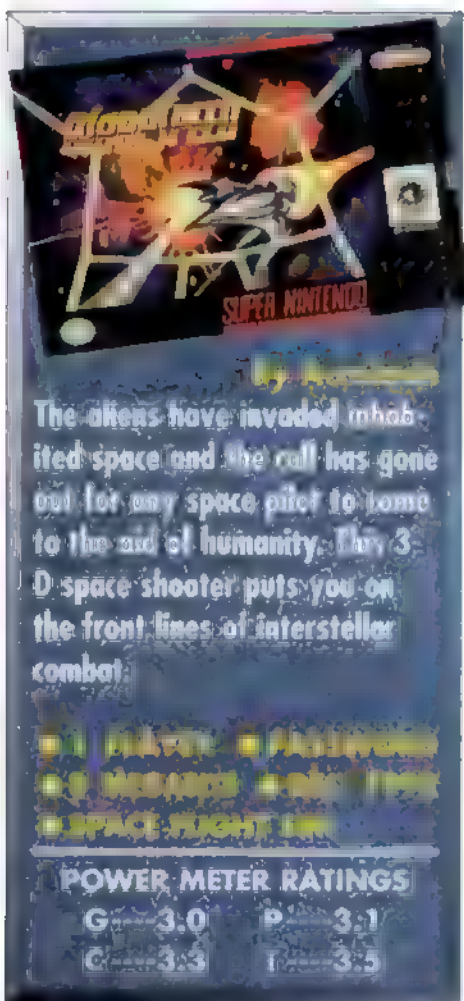
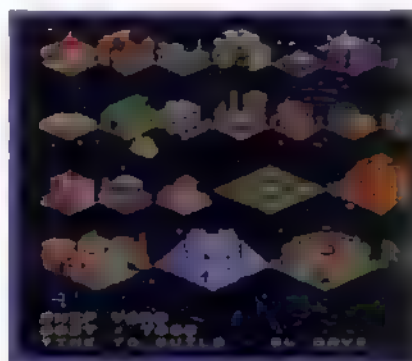
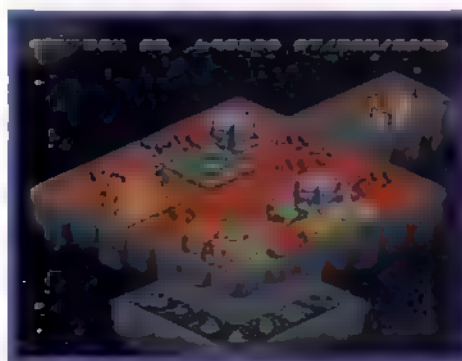
#### POWER METER RATINGS

G---3.3 P---2.2  
C---3.1 T---3.2

## UTOPIA

Utopia, the perfect world, is every person's dream. Here is your chance to create the perfect world, or at least as perfect as you can get in a less-than-perfect universe. The space colony has all of the resources you need. Keeping your population isn't as easy as it may seem, and it isn't always dependant on your actions, as aliens may invade at any time. This game is similar to both SimCity and Populous. You must build your society, and drive off the enemies from other societies. With 11 different levels of difficulty, the challenge will

last for quite awhile. The game is fun to watch, with colorful graphics and entertaining animation, but the menu can be confusing, especially on the early worlds. The player control takes awhile to understand. Trying to find the correct commands within the various menus can be frustrating. Using the Mouse option can help speed up the game. The different worlds offer lots of elements to control, making it challenging and involving, but not for players who like instant results in strategy games.



The aliens have invaded inhabited space and the call has gone out for any space pilot to come to the aid of humanity. This 3-D space shooter puts you on the front lines of interstellar combat.

1 PLAYER 1-2 PLAYERS  
2-4 HOURS 1-2 HOURS  
1 SPACE FLIGHT SIM

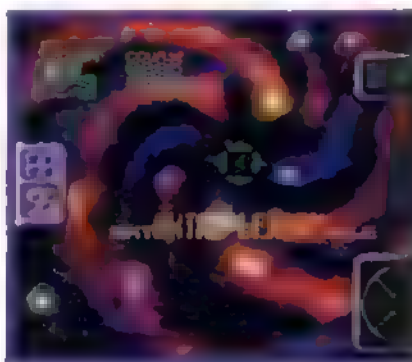
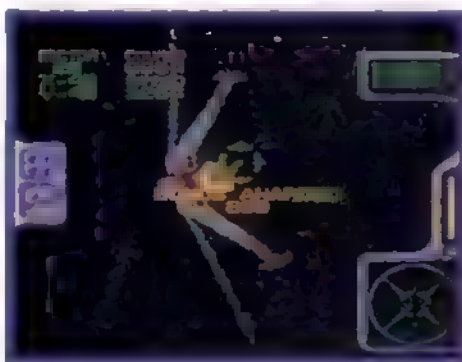
#### POWER METER RATINGS

G---3.0 P---3.1  
C---3.3 T---3.5

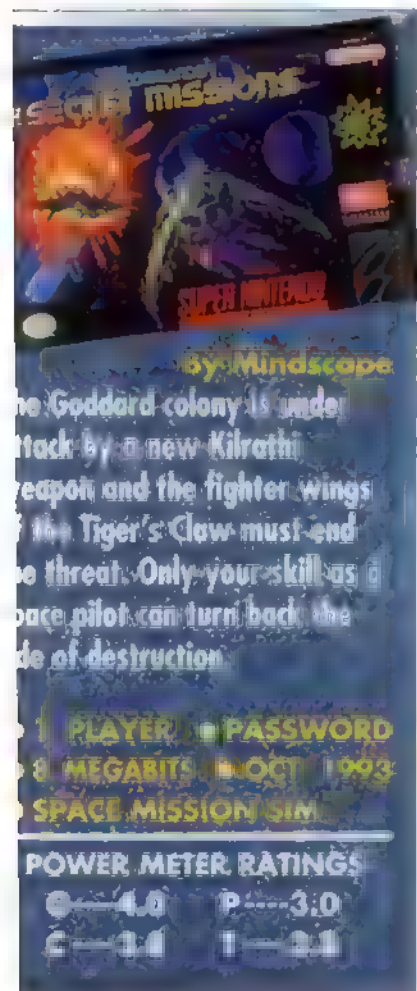
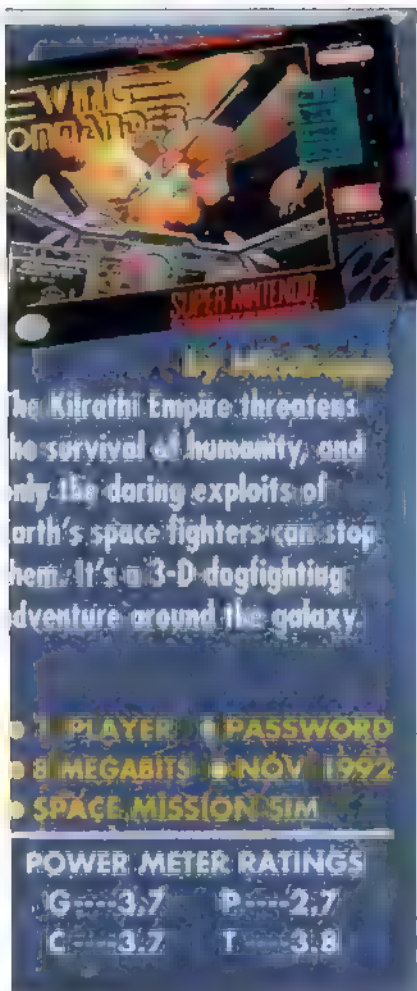
## WARP SPEED

Warp Speed places you in the cockpit of a single-man space fighter. Your mission is to destroy alien ships and hunt down a boss ship lurking somewhere in the area. You'll have a quadrant map to help you search and a first-person view with a Heads Up Display for dogfighting. There are two ways to play Warp Speed. You can play any of six scenarios or you can wage an all-out campaign against the alien race called the Breen. When you encounter the alien boss ships, they'll send you a message of challenge, directing you to

a location where the space duel must begin. You'll have lasers, missiles, and shields when you head into battle. The graphics are simplistic, but clean. The control offers a mixed bag, as the control of the ship is easy, but shooting using the Left and Right Buttons is awkward. The radar screen is almost useless for tracking enemies. If you enter into space combat, be sure to compare Warp Speed to the more detailed and engaging Wing Commander games or the Super FX shooter, Star Fox.







## WING COMMANDER

Wing Commander got its start as a space flight simulation for home computers where it enjoyed instant fame with a ton of computer game awards. The action takes place in a one-man fighter moving through a 3-D universe full of planets, asteroids, friendly and enemy ships, stations and beacons. Aboard the carrier Tiger's Claw, you'll receive mission briefings and tips on hunting the cat-like Kilrathi, then you'll blast into space on 40 missions. Each mission consists of meeting several

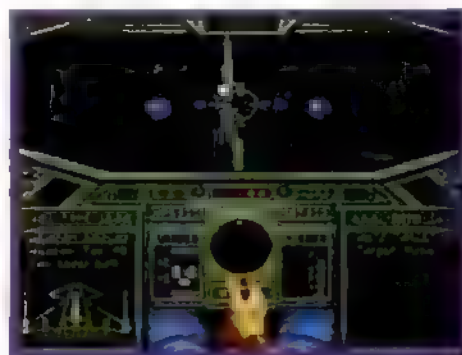
goals such as escorting freighters or patrolling hostile sectors. When you finish a mission and report to the ship, you can talk to crew members and see cinema scenes that progress the story before moving on to the next mission. As you become a space ace, you'll be able to use ever-better ships with more powerful weapons in your quest to destroy the Kilrathi. Wing Commander may not be the easiest space sim to control, and the challenge level is fairly high, but it is both realistic and involving.



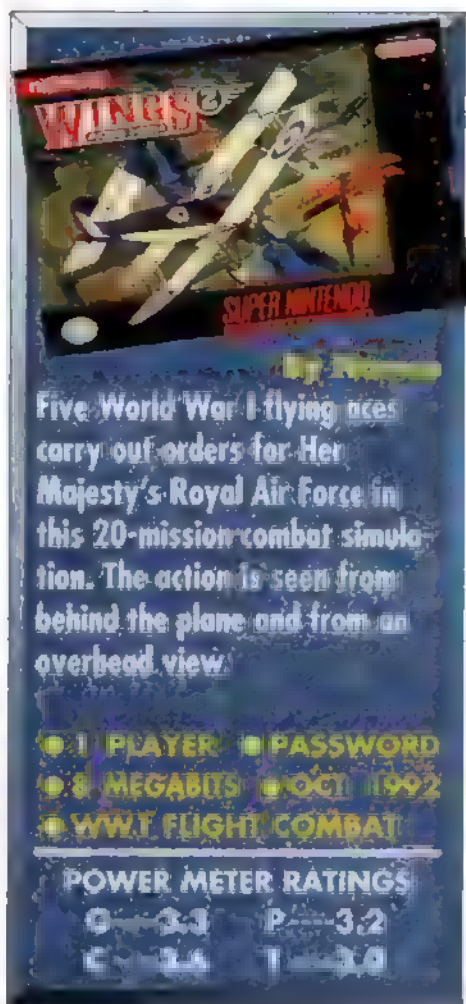
## WING COMMANDER The Secret Missions

Wing Commander returns to the Super NES with the second game in the series. The plot this time revolves around the Kilrathi Empire using a super weapon on the human colony world of Goddard. The action is the same as it was in the original Super NES Wing Commander and in the computer games that preceded it. As a pilot in a one-seat fighter, you'll fly against alien ships in high-speed, asteroid-dodging dogfights. Wing Commander has better graphics and adventure elements than other games in

the genre, like Warp Speed. The cockpit view may be more limited than the switchable view of Star Fox, but the game is more realistic and cinematic. New in The Secret Missions are two levels of difficulty, new ships for you and the Kilrathi, a more integrated story and new missions. Novice pilots should start with the Rookie level in which the combat isn't so furious that you don't stand a chance. In fact, if you haven't played either game, start with this one, then move on to Wing Commander.



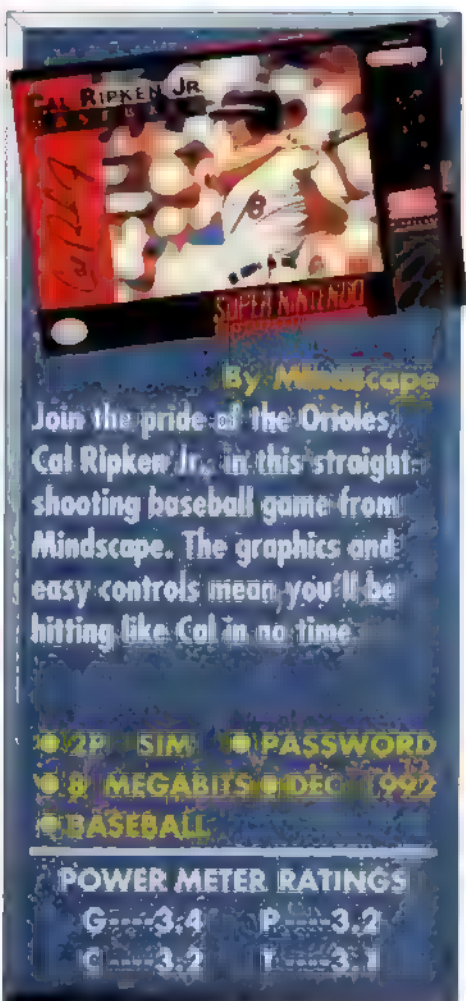
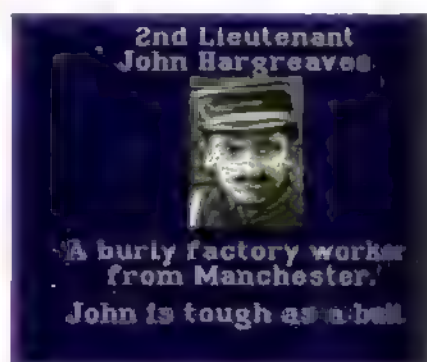
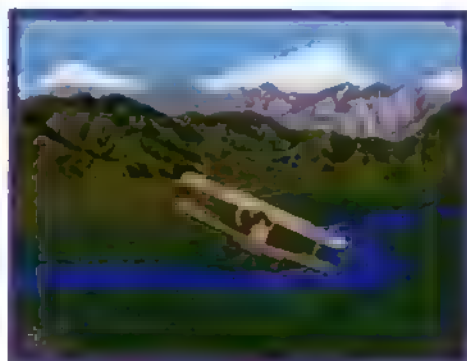




## WINGS 2: ACES HIGH

Wings 2: Aces High takes you to the air battles of The Great War. You control the flying team of Marcel LeBlanc, Sean Maloney, John Hargreaves, Charlie Dexter and Lawrence Wolfe. Your goal is to take these flyers on 20 solo missions and weaken the enemy forces. With every successful mission, your pilot earns experience which you can use to strengthen his flying abilities, shooting abilities, mechanical abilities or stamina. It's important to build the experience of all of the pilots so that

when one of the pilots doesn't get back from a mission, the others can take his place. There are missions that involve dogfighting, strafing and bombing. The dogfights and strafing missions are shown from behind the plane in a style that is reminiscent of the plane levels of Pilotwings. The bombing missions are shown from above. If you want radar in the dogfight missions, you can press and hold Up on the Control Pad and the L and R Buttons on the title screen, then press Start,



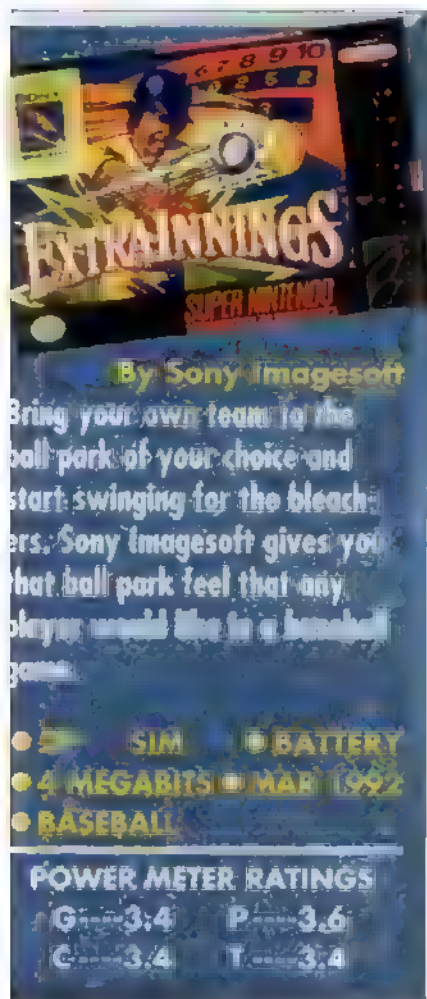
## CAL RIPKEN JR. BASEBALL

Cal Ripken Jr. Baseball from Mindscape does a number of things very well. Most impressive is the speed of the players, whether they are in the outfield or infield. In many baseball games, defense can be quite awkward, but in Cal Ripken, the throws from the outfield don't take hours to reach the infield from deep center. Double plays are very possible with this kind of defensive control. Hitting is also a breeze. As for the action on the mound, the slow speed of the pitching, although good for batters, seems out of

place compared to the speed of defense. Oddly, Mindscape didn't include all the major league cities. Even without the Major League license, virtually all other baseball games except Super Baseball 2000 have the major league teams represented. Options include passwords, Zoom Windows, league play or exhibition for one or two players. All the basics. The lowdown is that Cal Ripken Jr. is a no-frills Pak. The emphasis is on realistic easy-to-play baseball.



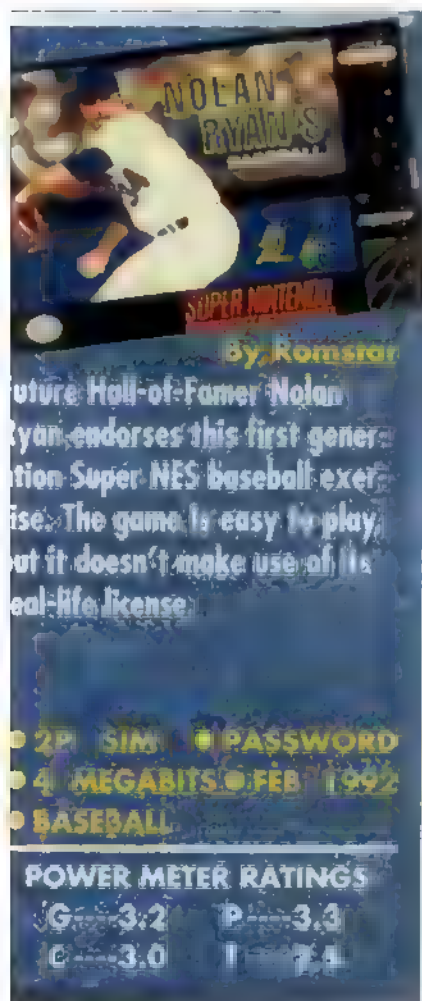
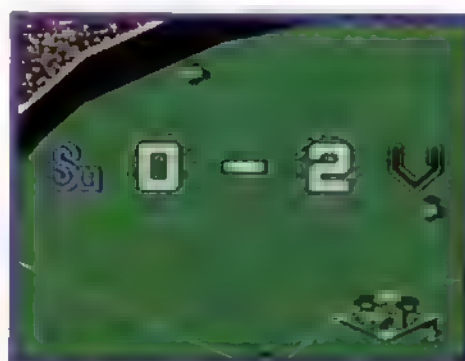




## EXTRA INNINGS

Extra Innings has a look that might turn away some die-hard baseball fans when they first see it, but it's definitely worth a second look. The graphics are good, with strong field detail and a great split screen effect that make watching the bases easy. The characters, on the other hand, are cartoon-like and unrealistic. This, and the fact that none of the major league teams are included, will disappoint some players. The game offers several different styles of play, including two-player and league play. The

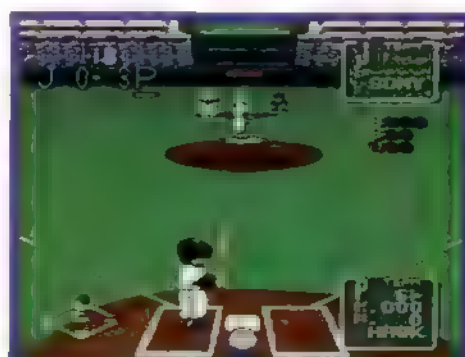
battery save feature makes league play a breeze. Players can choose from twelve different teams or customize a team of their own. The game is played from the batter's point of view, making it simple to find the strike zone. Fielding the ball is fairly smooth, and neither side seems to be at an unfair advantage. Field and Player conditions can affect the outcome of the game, and each is changing all the time. Fans should enjoy this realistic baseball game.



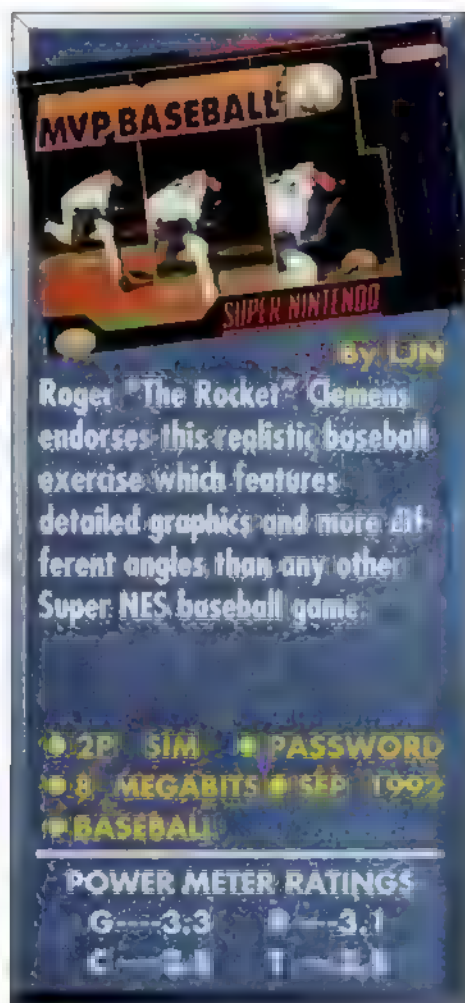
## NOLAN RYAN'S BASEBALL

While the realistic likeness of Nolan Ryan does appear on the title screen of this baseball game, the Nolan Ryan character in the game, along with the other player characters, is a short, kid-like player who looks nothing like the real thing. Apart from the inconsistency of having a real-life player endorsement and non-realistic players, the game is a solid baseball exercise. There are 12 teams to choose from, digitized voice samples are used for referee decisions and animated close-ups enhance

close plays. If you select tournament play, you can choose to play 10, 30, 60 or 130 games. You can also trade players with other teams and pick up free agents. Another option allows you to name your players and make them stronger or weaker. The play control is solid, but throws from the field tend to be very weak. The game looks and plays similar to Baseball Simulator 1.000, only without the unusual pitches and swings.



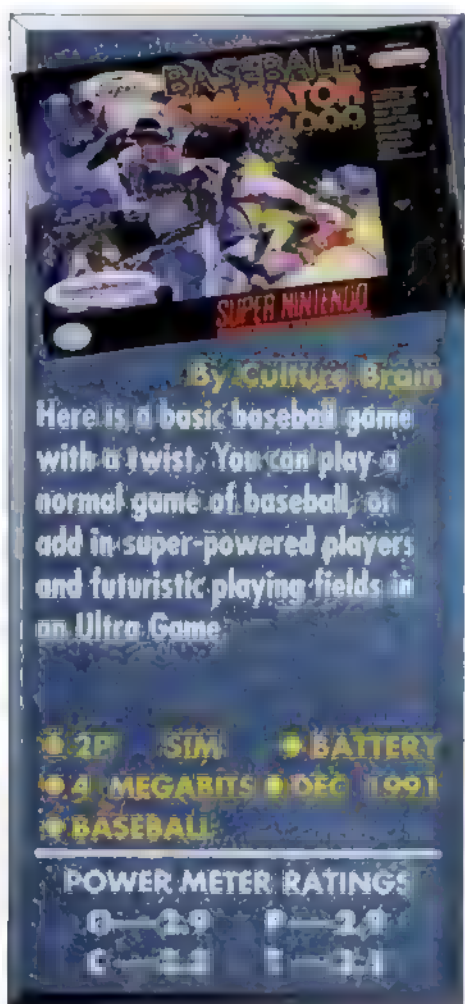
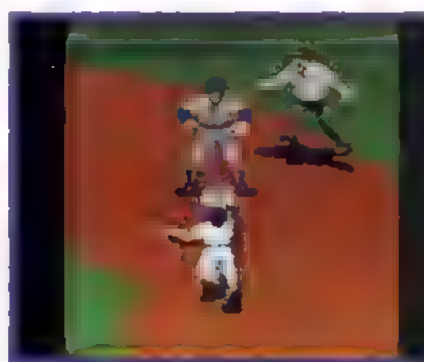
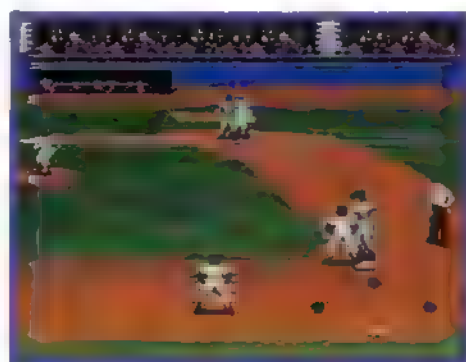




## ROGER CLEMENS MVP BASEBALL

Roger Clemens MVP Baseball emphasizes TV-like coverage of baseball action. When the ball is hit deep into the outfield, the view switches from a behind-the-plate perspective to an on-the-field angle that shows the closest fielder and the approaching ball. When the ball is fielded and thrown in the infield, the angle changes to a shot of the action on the diamond. This is an innovative feature that gives gamers a great angle on the action. The downside is that the constant change of

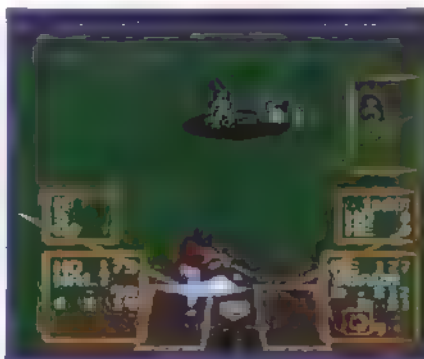
views makes play control somewhat confusing. Novice players may have hard time figuring out how to throw a ball to the intended base since fielding angles are upside-down compared to hitting, pitching and base running. Controls are all easy to figure out and pitches are as fast as pitches in real life. The game features 26 fictional teams from Major League baseball cities a season play that goes from August through October.



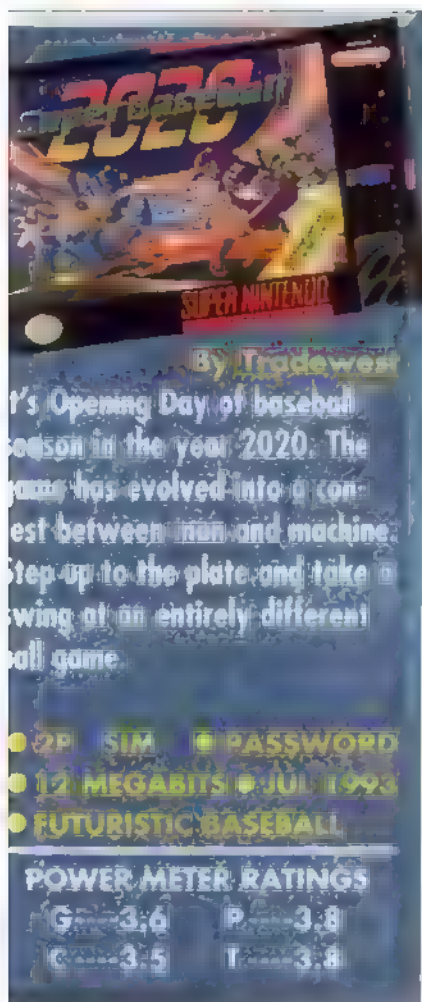
## SUPER BASEBALL SIMULATOR 1.000

Super Baseball Simulator 1.000 is one of the first baseball games released for the Super NES, so it is a little rough around the edges. Still, it has some interesting features that make it worth playing. The field is seen from the batter's view point, making the game easy to play if you are used to most other baseball games. The characters are a little small, and the graphics lack detail, but the game remains playable. You can program a season, selecting from the computer teams as well as your

own edit teams. You can choose whether you want to play a team or just coach the players. You can choose up to a 165-game season, with all the stats for the season being saved by battery. There are six different fields you can play on, each with its advantages. The Ultra Game gives players the ability to throw super pitches and hit the ball with incredible new powers. In order to use these powers, you must earn points by winning games and making fantastic plays.



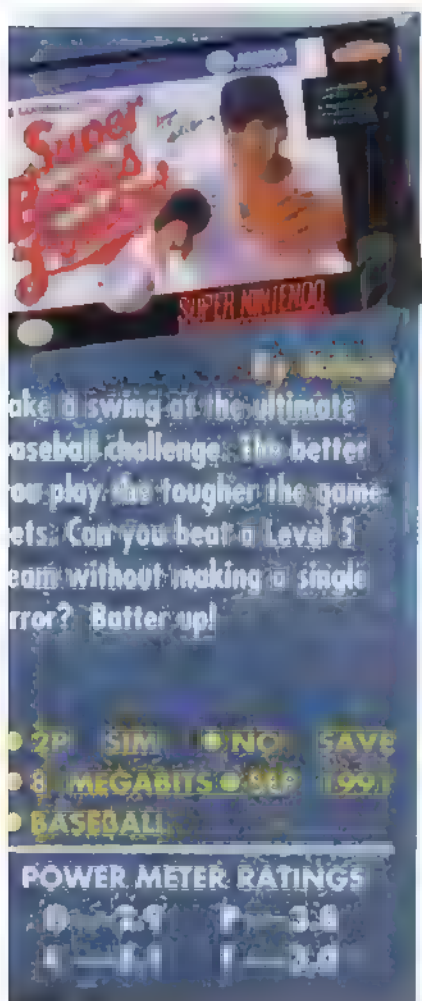
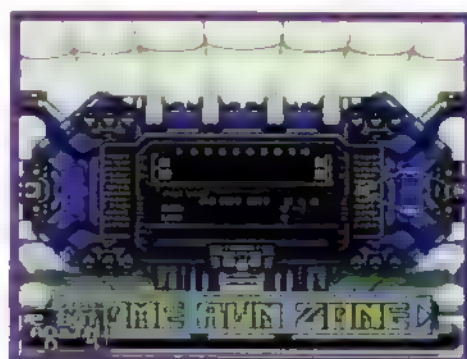




## SUPER BASEBALL 2020

Baseball in the year 2020 has an entirely different look and feel. Players can enhance their performances and robots can pitch rocket fastballs. The field has been altered so that only a ball hit over the center field wall counts as a home run. Money is paid out or lost with each play of the game, making errors costly to both the game and the pocketbook. There are two different leagues, each with six teams. Each team has a different balance of batting, pitching and fielding power. After choosing your

team, you can play a single game or play an entire 15-game season. The large characters and natural button location make fielding easy to control. Because the characters are large, you can only see a small area of the screen, but the computer makes up for this by placing your character in the general area of the ball. Often you won't need to move to catch a fly ball. The use of digitized voices adds to the game, but the music becomes distracting very quickly.



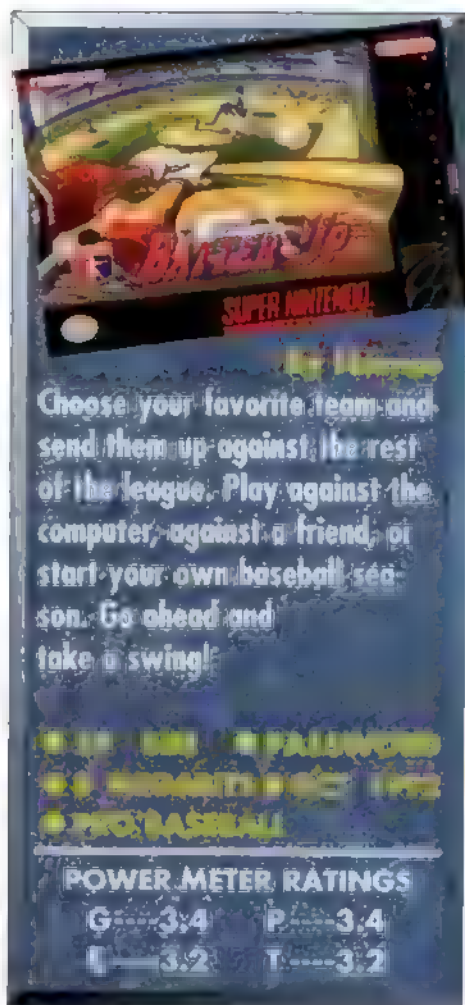
## SUPER BASES LOADED

Super Bases Loaded offers players a different challenge from most other baseball games. Instead of trying to win the Pennant or a World Series, you test your baseball skills against more powerful teams. As you improve your playing skills, the computer will pit you against tougher teams. Your playing skills are rated in several areas, including strikeouts, bases on balls, and fielding errors. The game is set from the pitcher's perspective, making pitching easy but fielding and base run-

ning awkward to control. You can choose one of 13 teams, each with different strengths and weaknesses. The characters are large and easy to see but are slow moving at times. The play control reacts well, but the throwing speed of the ball seems a little slow, making it hard to throw out a runner from third base. Because of the different view, it takes practice to get used to the fielding control. Unlike all other Super NES baseball games, you can't play an entire season.



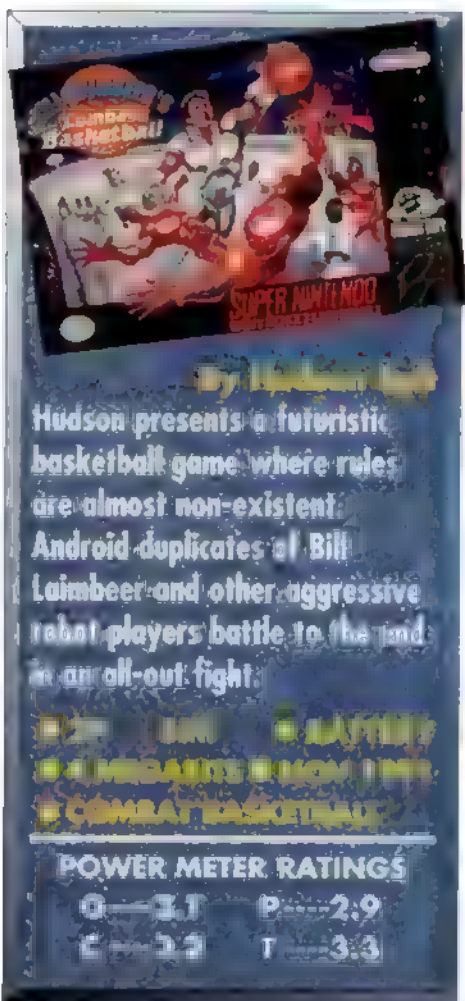




## SUPER BATTER UP

Namco's Super Batter Up is a fairly basic baseball game that any baseball fan will find easy to understand. All the pro teams are represented in the game, as well as all the players on the 1992 rosters. Although the players' names are in the game, their season statistics are not, and all the players have about the same playing abilities. The game is played from the batter's view, making hitting easy. The screen is well divided to show the other bases and base runners. When batters are up to bat, their

previous at bats are shown in the corner. Most players will find the fielding awkward. When the ball is hit, an outfielder won't be anywhere near the ball when it comes down. If you manage to get the ball, the throwing speed is too slow to catch a base runner. While the graphics are nothing to be afraid of, the sound effects in the game are fun and add to the play experience. The game will even play "O Canada" when you play a game in Toronto.



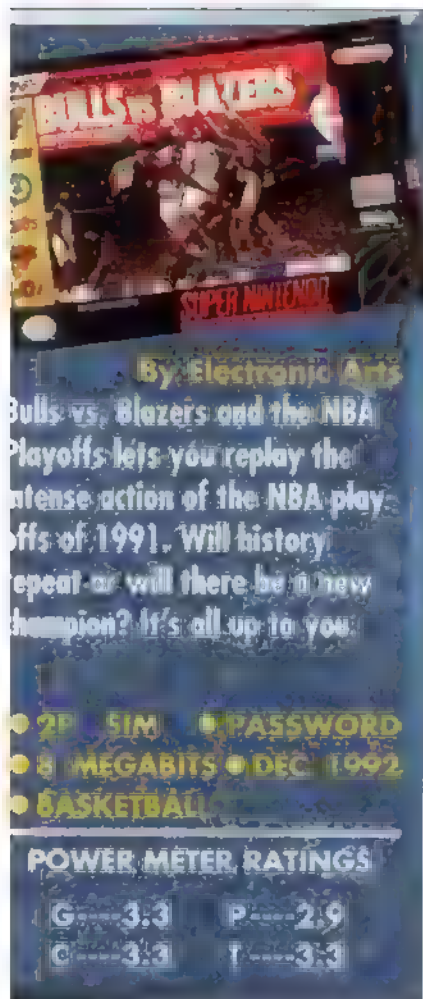
## BILL LAIMBEER'S COMBAT BASKETBALL

Basketball is an entirely different sport in the future, at least according to Hudson Soft. Bill Laimbeer's Combat Basketball is more combat than basketball. The object of the game is still to get more points than the other team, but it becomes much easier to score when you can disable the opponent early in the game. Players can push and shove each other without fear of getting a foul called on them. The players are not the only hazard on the court. Bombs and buzzsaws also attack from every angle. As you win games, you can upgrade

your players until you achieve the elite player the Bill Laimbeer and the battery save feature will save your progress as you work your way up the rankings. There are three different leagues to complete before you win the championship. The graphics of the game are fairly well done, but the top view doesn't offer players much to look at. Control of the players is very limited. The shooting, passing and fighting are all controlled with the B Button. Using only one button makes the game easy to play.



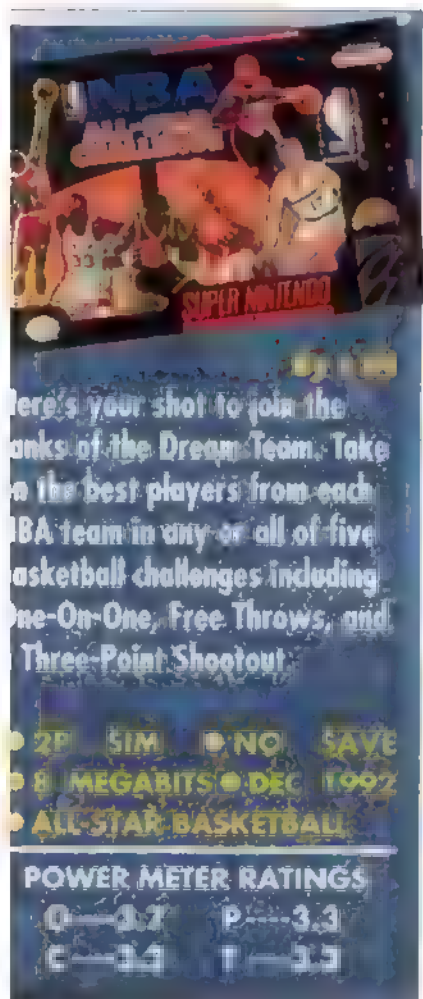
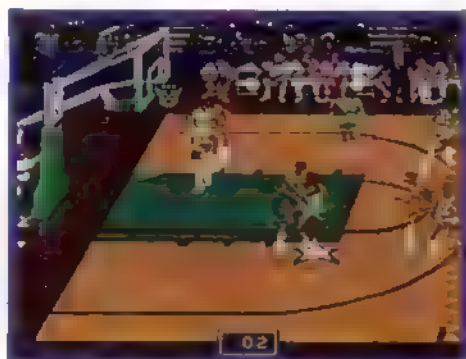




## BULLS VS. BLAZERS

The action in Bulls Vs. Blazers takes place on a horizontal court with the real players and teams, which is a definite strength in the game since you can substitute players and make your own line-ups. The graphics also look sharp, especially the close-up animations. One star player from each team can take a spectacular Marquee Shot given the right conditions, but it can be difficult to identify which player is which. Play control tends to be rather slow and fairly awkward, especially on defense. Unlike NCAA Basketball and Tecmo

NBA, Bulls vs. Blazers does not utilize set play formations. It's every man for himself in this free-for-all. EA includes its proven formula of game options including two-player simultaneous play, pre-season games, a regular season and playoffs, plus passwords and customized length of quarters. Other features have been added to the sequel, NBA Showdown, and the play control has been improved. Discerning hoopsters may find Bulls Vs. Blazers to be dated in several important areas when compared to newer paks.



## NBA ALL-STAR CHALLENGE

The five events in NBA All-Star Challenge are all games of skill with an emphasis on shooting, so once you've mastered shooting, you'll walk on the competition. The five events are One-On-One, Free Throws, a Three-Point Shootout, Horse and the One-On-One Tournament. Some of the graphic elements, like the reflections of players in the court, are excellent. With a top star from each of the NBA's 27 teams, NBA All-Star Challenge lets you pick your favorite player and challenge any other All-Stars to determine who's the

best. As for control, shooting baskets is a matter of timing. To shoot, you release the ball at the top of your jump. Defensive skills like shot-blocking come into play during the One-On-One matches. In the One-On-One game, you can have the match length determined by time or points and you can choose Winner Outs for an extra challenge. The action can be fast, but player control is generally awkward when compared to games like NCAA Basketball and Tecmo NBA.







**By Electronic Arts**

Electronic Arts moves into the big leagues of Super NES basketball games with **NBA Showdown**. Play b-ball with real stars and even make your own dream team to challenge your friends.

● 2P ● SIM ● BATTERY  
● 8 MEGABITS ● NOV 1993  
● BASKETBALL

**POWER METER RATINGS**

G---3.3 P---3.2  
C---3.4 T---3.4

## NBA SHOWDOWN

NBA Showdown is a one or two-player battery-saved memory game that includes full season, exhibition and playoff options. The two basic modes of play are simulation and arcade. In simulation, players get tired and foul out. The arcade mode keeps your starters fresh. The simulation mode is particularly realistic since one of the winning strategies in the NBA is making smart substitutions during a game. You can play the two-player game against a friend or cooperatively. The coolest feature, however, is that you

can swap players in the Pre-Season mode to create the ultimate team. Player calling is limited, as it was in EA's Bulls Vs. Blazers, to using a player's marquee shot, unlike NCAA Basketball and Tecmo NBA Basketball, both of which allow player calling. The speed of the action is a bit unrealistically slow, but you have good control over individual players on both offense and defense. NBA Showdown has the teams, the players and a lot of the fun that you find in the real NBA.




**By Nintendo**

Taking your team all the way to the NCAA Final Four is the ultimate goal of NCAA Basketball. Five actual collegiate conferences are represented in this superior Super NES basketball game.

● 2P ● SIM ● BATTERY  
● 8 MEGABITS ● OCT 1992  
● COLLEGE BASKETBALL

**POWER METER RATINGS**

G---3.6 P---3.4  
C---4.0 T---4.0

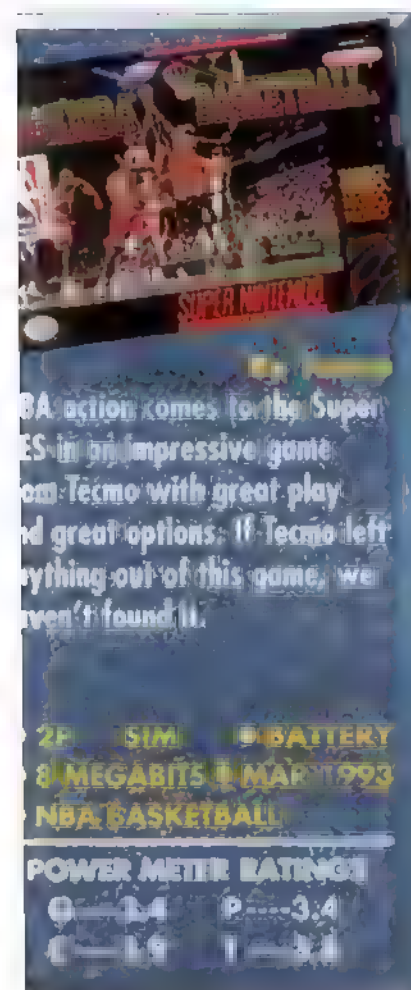
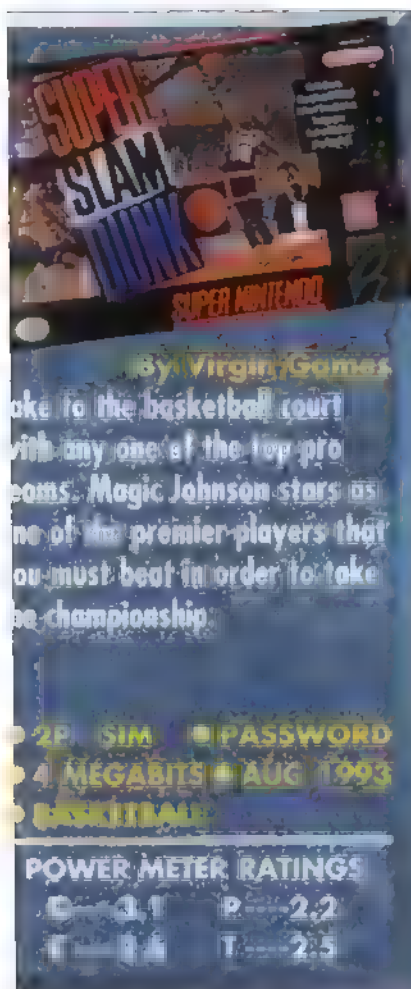
## NCAA BASKETBALL

Fantastic Mode 7 graphics are employed in NCAA Basketball. The offensive point-of-view is always from a "behind-the-ball" perspective no matter what team member is handling the ball. When the ball is passed, the perspective rotates to a position behind the player receiving the pass. Because of the Mode 7 rotational effects, there is a lot of motion in the game and that can have a perceived negative influence on the initial feel and the play control. However, on the positive side, the play

control is easily adapted to and becomes very intuitive. Individual statistics are kept for each player on every team. During a game, real parameters like hot shooting streaks and fatigue come into play. Substitutions can be made to compensate. You can control your team just as the head coach would. Since the road to the Final Four is a long and arduous trek, the battery-saved feature really comes in handy, allowing you to return to any one of four individually saved games at any time.



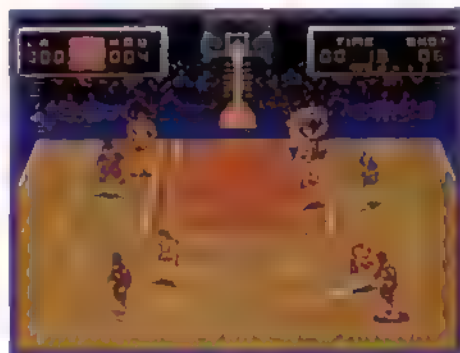




## SUPER SLAM DUNK

Super Slam Dunk offers players a chance to take their favorite top ranked team to the championship, or they can just play an exhibition game against an All-Star team. There are a total of 28 different teams you can play, each with accurate team colors. If you play in the Playoff Mode, you can select one of eight randomly selected teams, and work your way to the Finals. There is a password feature that allows you to return to your tournament after finishing a game. The court is set up so the

basket is always at the top of the screen. You only see half of the court at a time, and when you are running down court, the screen flips around. This can be confusing when you first start playing the game. The rest of the play control seems sluggish, with slow-moving characters and floating passes. The graphics and sound effects are fairly well done. Sometimes the voice color commentary falls shortly after a play is already completed, but otherwise it's a great feature of the game.



## TECMO SUPER NBA BASKETBALL

Super NBA is a huge game with more options than any other basketball game: one or two-player simultaneous play, exhibition games, complete regular seasons, All-Star game, options for manual control, coaching and computer control of all 27 NBA teams and their complete player rosters. Also included are options for the length of periods, the game speed and music. The side view of the court is the same as in NBA Showdown and Super Slam Dunk. The players are large and the designations showing who has the ball

or who will receive a pass are clearly visible, unlike the other two games mentioned. Like NCAA Basketball, Super NBA has a selection of plays to choose from. Running the plays is easy and increases the chance of scoring. On defense, you can harry a player, jump to block and switch off. Super NBA gives you the chance to star in the NBA, but it isn't easy learning and mastering all the intricacies. For the B-ball fan who wants it all, Super NBA does a good job of providing it.



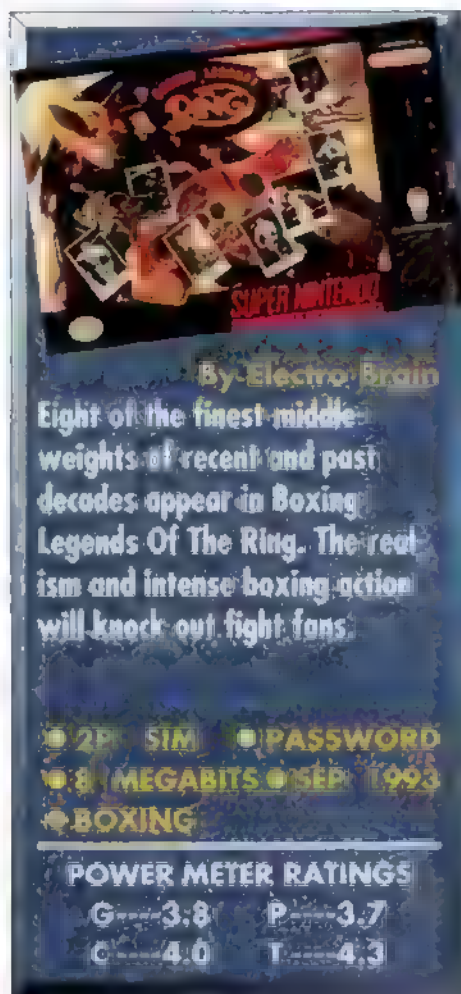
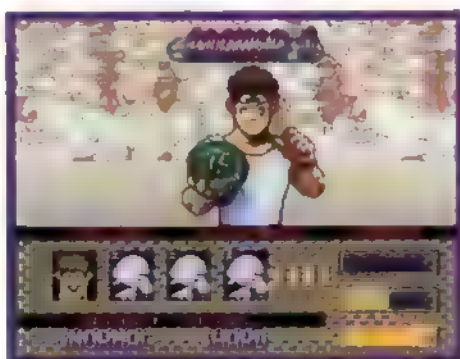




## SUPER BOWLING

Get together with up to three of your loudest, rowdiest friends for an evening of bowling in your own home. With Super Bowling, you can set the weight of your ball anywhere from six to 16 pounds and select your preference of lane conditions, ranging from light to heavy oil. Lighter balls spin more readily than heavy ones, and the less oil on the lane, the sooner the ball will start to spin. The game offers three play options: Practice, Turkey Bowl (Ten Pin) or Golf, which is actually a kind of

bowling, not the links game you may expect. You can elect to be one of 10 different players, each with different abilities. The play control is challenging and takes some patience. You learn to pace the ball and use spin to your advantage as you bowl through the standard ten-frame games in Turkey Bowl, or try for specialty shots while playing Golf. The spin and pace are controlled with meters similar to those used in most golf games.



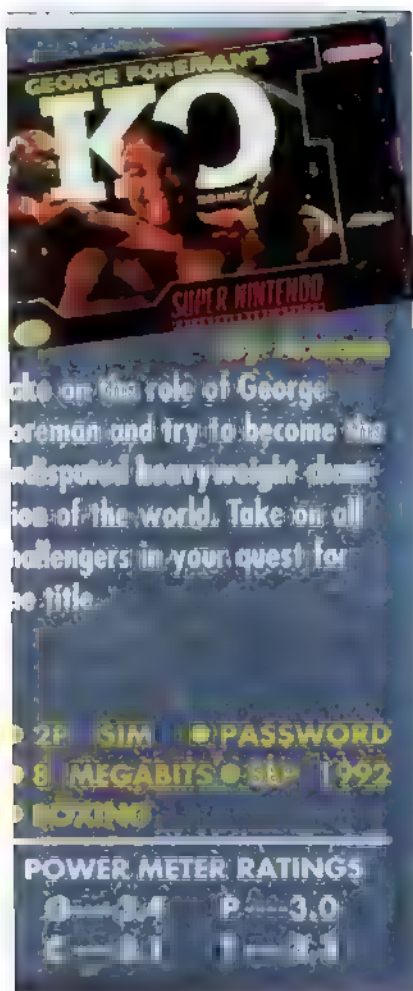
## BOXING LEGENDS OF THE RING

Electro Brain worked with Ring Magazine to bring fight fans the most realistic boxing simulation to date. From excellent digitized graphics to a set of options that will keep players coming back for more, Legends has a lot going for it. The game features Tournament, Exhibition and Career modes for one or two players. The only comparable fighting game is Electro Brain's Best of the Best. The fighters include Hagler, Hearns, Toney, Graziano, LaMotta, Duran, and Sugar Ray Robinson and Leonard. The Battle

of the Legends option is a tournament in which the eight greats meet head-to-head. In the Career Mode, you get to create your own fighter and work toward championship. Exhibition bouts are great for quick play and learning about the fighters. Impressively, the computer gives each fighter his trademark moves. Unlike the stiff punches seen in TKO Boxing and the limited mobility of George Foreman's KO Boxing, Legends looks smooth and delivers a wide variety of punches and moves.



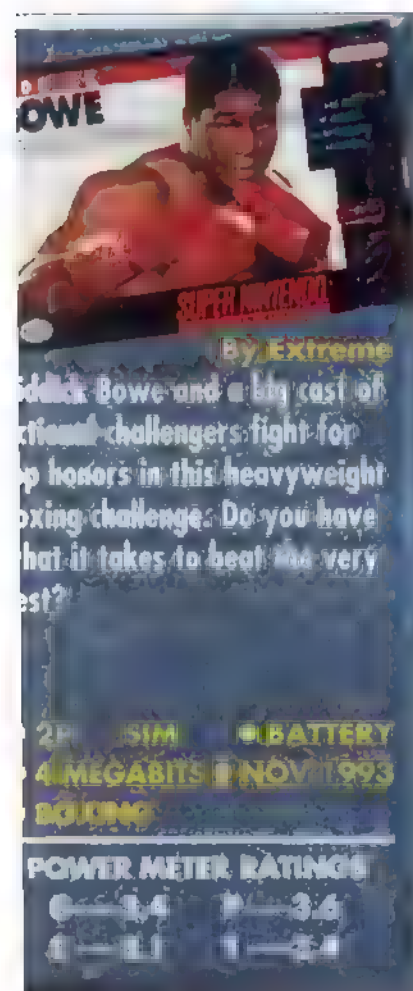




## GEORGE FOREMAN'S KO BOXING

George Foreman takes on some of the best boxers around in his attempt to take the Title. To earn his championship, he must defeat all 15 world-class boxers without falling on the canvas. The game is set up similar to the classic NES Punch-Out!! You view the fight from over George's shoulder at the bottom center of the screen. As the fight progresses, you can see how your fighter is doing by the photo in the bottom corner of the screen. As you get hit, your photo looks progressively worse and worse. When you play a

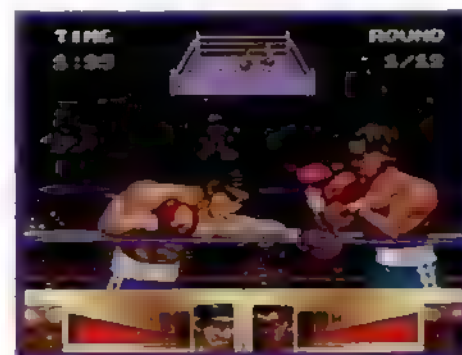
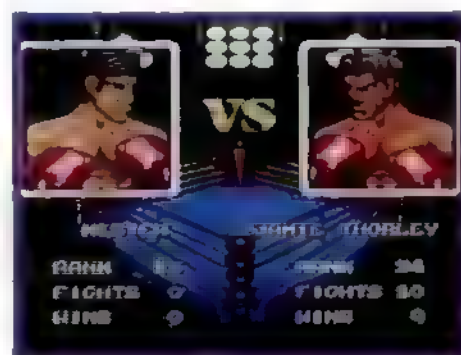
two-player game, the first player is George and the second player can use any fighter he wants. Many of the graphics used in the game are digitized photos, so they look realistic, but the animation of the characters is blocky and awkward, taking away from the realism. Because the boxers don't move away from the center of the screen, the boxing itself isn't very exciting. Although you can dodge your opponent's blows, most fights turn into a slug-fest.



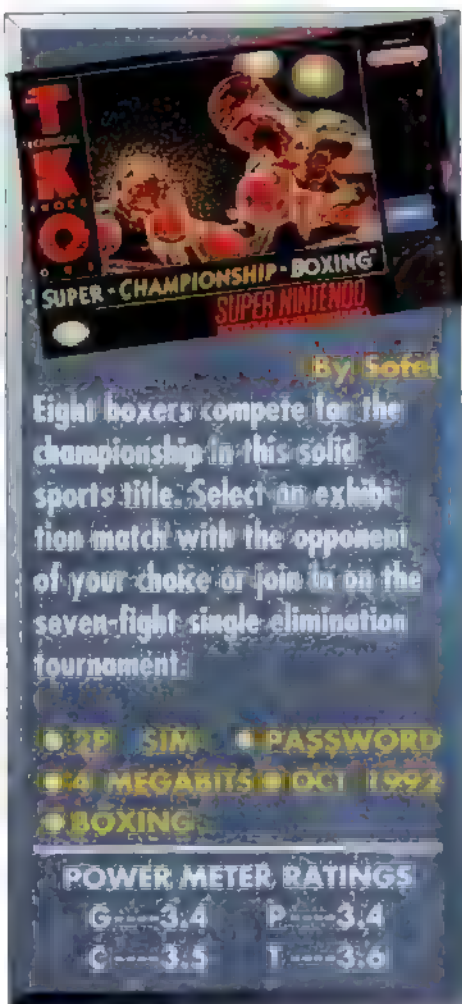
## RIDDICK BOWE BOXING

The tournament structure of Riddick Bowe Boxing is similar to that of the NES classic Punch-Out!! You begin as an inexperienced challenger taking on the ranks of other challengers, with a title bid against the champ on the line. The champ is top boxer Riddick Bowe and there are 24 challengers to overcome. You can create your own fighter when you start your career, selecting his name and physical characteristics, and balancing his strengths in three categories: power, speed and stamina.

During exhibition matches for one or two players, you can control any of the boxers in the game, including Riddick Bowe. The boxers are shown in profile in the ring while a small ring at the top of the screen keeps track of their positions. The characters are large, but they have very few frames of animation per punch. This makes the movement somewhat slow and jerky. The play control allows for three types of punches and maneuverability in the ring.







By Sotol

Eight boxers compete for the championship in this solid sports title. Select an exhibition match with the opponent of your choice or join in on the seven-fight single-elimination tournament.

2P SIM PASSWORD  
4 MEGABITS OCT 1992  
BOXING

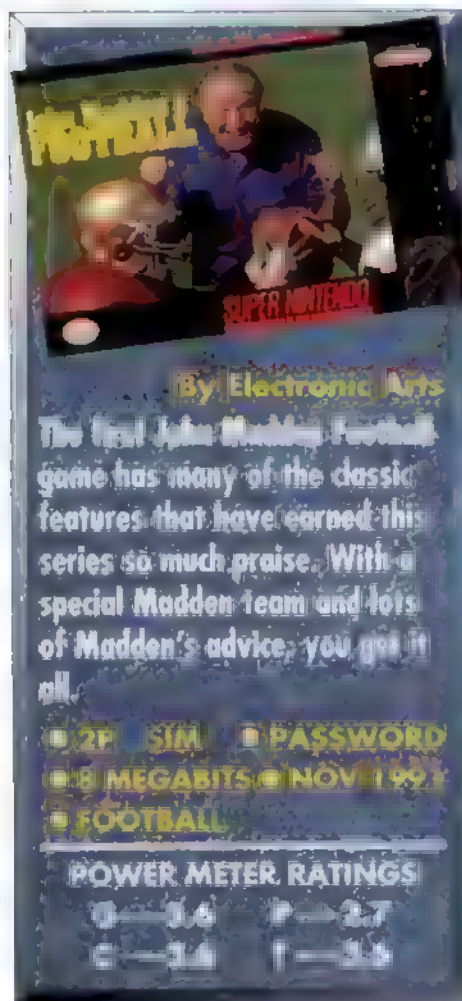
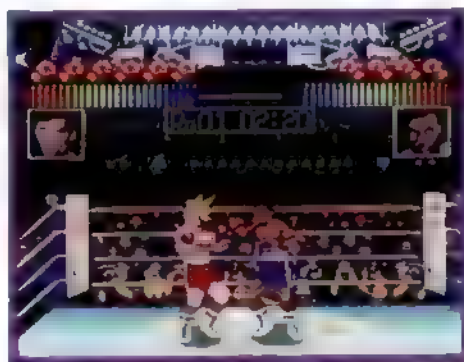
## POWER METER RATINGS

G---3.4	P---3.4
C---3.5	T---3.6

## TKO SUPER CHAMPIONSHIP BOXING

While TKO Super Championship Boxing doesn't feature the no-holds-barred action of one of the WWF wrestling games or the dimension and big fighters of Legends of the Ring, it is an entertaining boxing exercise with a lot of options. You can control any one of eight fighters, select among three levels of difficulty and adjust the numbers of rounds in exhibition matches. Before each match, your manager will offer advice about your opponent and, after tournament bouts, you can have your fighter exercise for more

boxing skill. Skipping ropes increase his speed, medicine ball and bench press exercises add strength, sand workouts allow for faster punches, road work helps with endurance. Play control is limited to moving your fighter in the ring and using two different punch buttons. A boxing meter keeps track of your swings; you punch too quickly, the meter goes down to nothing and keep you from punching for a few moments as it regenerates.



By Electronic Arts

The first John Madden Football game has many of the classic features that have earned this series so much praise. With a special Madden team and lots of Madden's advice, you get it all.

2P SIM PASSWORD  
8 MEGABITS NOV 1992  
FOOTBALL

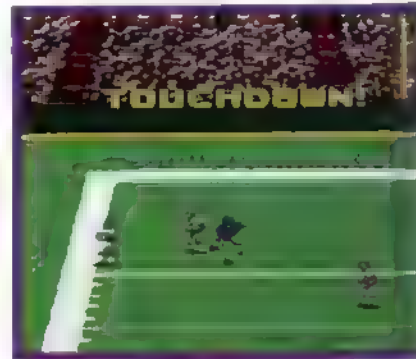
## POWER METER RATINGS

G---3.6	P---2.7
C---3.6	T---3.6

## JOHN MADDEN'S FOOTBALL

The first John Madden Football game for the Super NES has many of the features of the following two games in the series and even a few excellent elements that were dropped. In this game version, John Madden pops up to give you a ton of good advice after the game when the stats appear. Madden's sound football strategy can really help. Other options include playoffs, and a sudden death game where the first player to score wins it all (great for short games). As a two-player game, John Madden Football can be played against an oppo-

nent or with a partner. The basic setup and control of the game is similar to Madden '93 and Madden '94, above-and-behind-the-offense view gives you a clear look about 30 yards down the field. The players move more slowly than in the later Madden games and the play selection is not quite as easy to use. There's one All-Madden team and no historical teams. Madden fans would do well to check out Madden NFL '94 before settling on an older game.

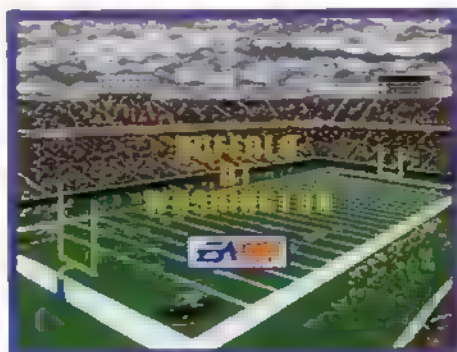




## JOHN MADDEN FOOTBALL '93

Madden '93 is easy to play and has the feel of the real game. Some changes from the original John Madden include the addition of the best Super Bowl teams of all time, new play options, faster action and better control. On the passing plays, receivers automatically run precise routes. You'll see three windows showing your receivers. Just pick the open man and pass. On rushing plays, clearly defined characters make it easy to follow your blockers. The excellent balance of offensive and defensive control makes Madden '93

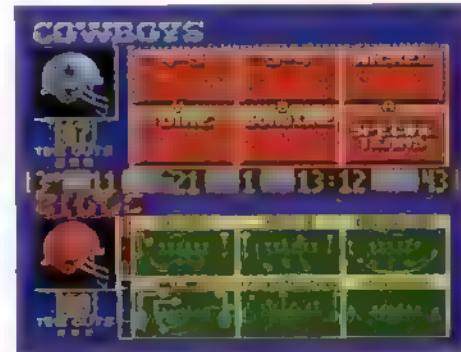
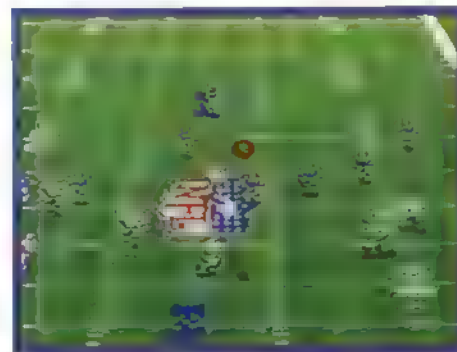
ideal for two players, as well. The historical teams add an even deeper dimension. The only real problem is the awkward process of play selection, which has been corrected in the Madden NFL '94. The game also lacks a full season option and real NFL logos. Again, Madden NFL '94 corrects these deficiencies. If you want a true football experience, but you don't want to waste precious hours learning complex control sequences, John Madden Football '93 may be just the ticket.



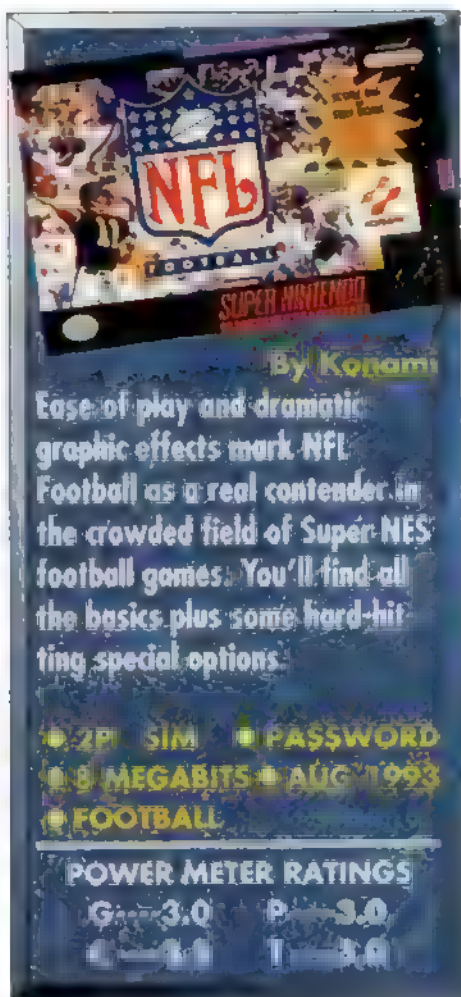
## MADDEN NFL '94

Madden's All-Madden teams combine top players on 12 all-star squads, which you can pit against each other, current '94 teams, or 38 Super Bowl teams. Although All-Madden and historical teams are unique to this series, Madden '94 really shines when it comes to game play. It's easy to control players and the feel is very natural, unlike complex games such as Super Play Action. Madden '94 is also improved over early Madden games by the inclusion of a full season option, better play selection menus and improved graph-

ics. The game is also faster and includes the very realistic addition of customized audibles. In addition to all this, Madden '94 has the best defensive control and defensive formations of any Super NES game, since you can switch to any player at any time. If all that isn't enough, Madden '94 can be played by up to five people using the Hudson Multitap. Madden '94 should appeal to players who want a realistic football game with all of its nuances, but is easy and fun to play.



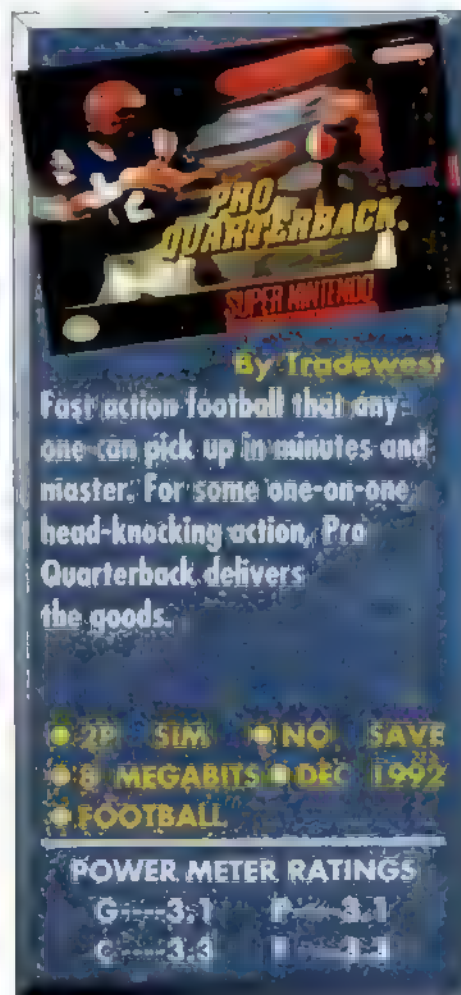
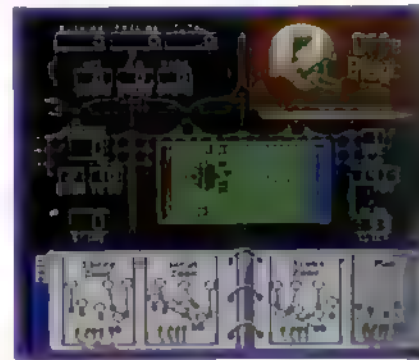




## NFL FOOTBALL

NFL Football features all 28 real NFL teams, real playbooks from the teams. Mode 7 views during kickoffs and passing plays that rotate toward the receiver and varying play conditions including domed stadiums. You have the option to play a full season or just the playoffs, or you can challenge a friend in the two-player VS. mode. The number of plays compares well with other leading football games such as Madden '94 and Super Play Action Football. Although the scoreboard screen where the playbook appears is

difficult to read, the play diagrams are easy to understand. Control of play is fairly good, especially on running plays when you have the option to charge ahead, stiff arm or leap forward. The rotating view can be awkward on passing plays and kickoffs, leaving players confused as to the direction of control, but the actual process of throwing a pass and completing it is much simpler than many games. Super Play Action. Defensive control isn't up to the level of Madden '94.



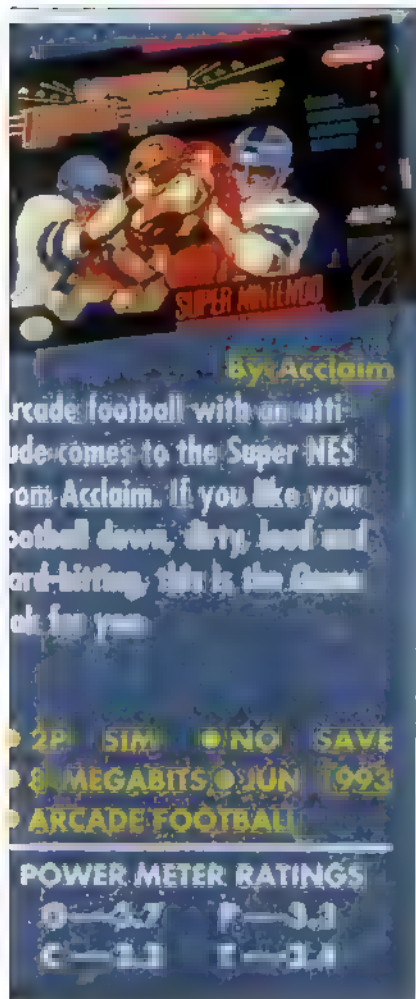
## PRO QUARTERBACK

The behind-the-QB view of Pro Quarterback puts you close to the action—a real plus. Passing is easy to learn and offers good control for both the QB and receiver. The big figures are great on pass plays, but they tend to blur together at the line of scrimmage on running plays. The playbook concentrates on basic plays, which can be oriented to either side of the field and the play diagrams are easily read, but there is no way to hide your play selection from your opponent. Like Madden '93, Pro Quarterback doesn't have a

season option. On the other hand, it's a fun two-player game that you can master in a very short time like Tecmo Bowl. Standout features on Pro Quarterback include variable length quarters, six choices of playing surfaces including mud and snow, teams (although without NFL logos) and excellent sound effects. The halftime stats are another plus. Pro Quarterback is a solid choice for player fun, but it probably isn't the best game for technical football fanatics.



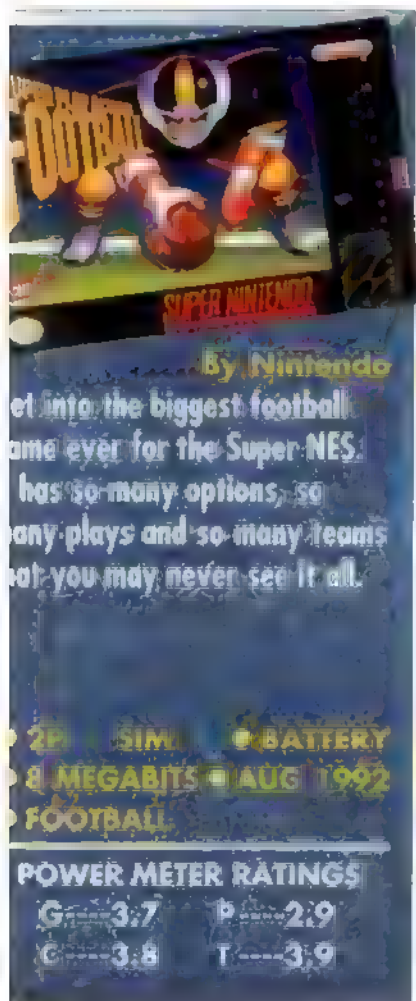
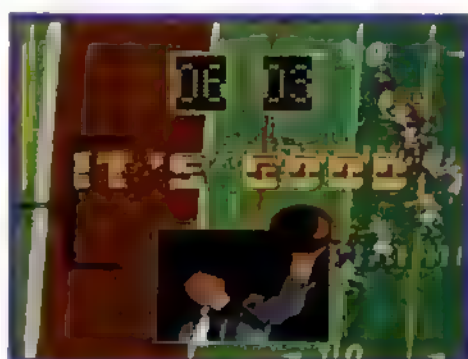




## SUPER HIGH IMPACT

Arcade football, High Impact style, differs from most video game football games by concentrating on the animation, sound and other gut-elements that give you the feeling that you're down there in the trenches. Unlike Super Play Action Football, NFL Football and Madden NFL '94, Super High Impact deals less with football strategy than the rough-and-tumble aspects of the game. Close-ups of characters insulting you and digitized voices add a lot to the game. Two players can choose from 18

teams. There is also a two-player cooperative mode where you team up against the computer. Select grass or artificial turf and between two, five and ten-minute quarters. With only 30 plays to choose from during the game, play calling isn't much of a chore. There are also three levels of difficulty. The actual play control is good, but limited in comparison to a game like Madden NFL '94 which gives you lots of options. This is basic football, and it's basically fun.



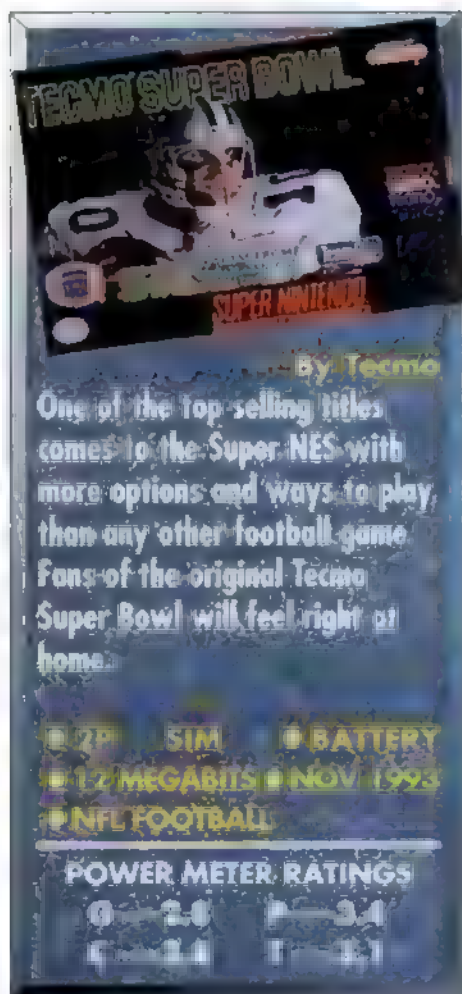
## SUPER PLAY ACTION FOOTBALL

Nintendo's Super Play Action Football offers you the chance to play at three levels of competition: high school, college and pro. At each level, you'll find progressively more complex plays from which to choose. The college level lets you pick from 97 teams that exhibit the actual strengths and weaknesses of the schools. For legal reasons, the schools and pro teams don't have real names. The 28 NFL teams are represented with their official logos. Super Play Action utilizes the same slanted field view from the NES version of

Play Action Football. Although the view gives a sense of depth, you can't see as far down field in the upper part of the screen. Realistic moves like dives, stiff arming and twisting free of a tackle are included. Passing is difficult and requires lots of practice. On the other hand, the game has lots of plays, full season options, head-to-head competition or cooperative two-player action against the computer. The game is better suited to football veterans than rookies.



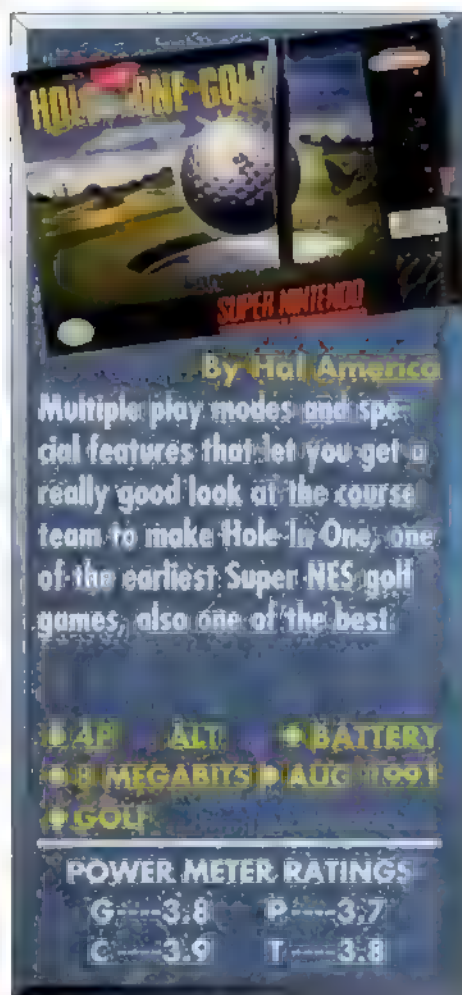




## TECMO SUPER BOWL

This souped-up version of the NES classic features all 28 NFL teams and players and the 1993 schedule. As in the original NES game, Super NES TSB shows a side-angle view of the field with smallish characters. One real strength of this game is its number of options. For instance, you can play an entire scheduled season for any team or many teams. Any team can be controlled directly or by a coaching option. You can skip certain teams or let the computer control them while you watch

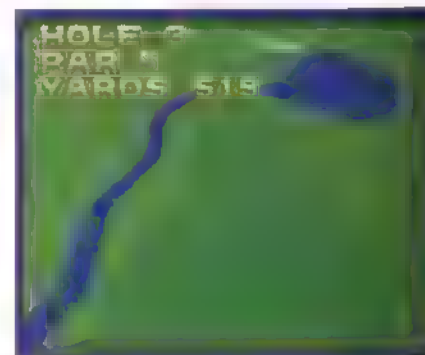
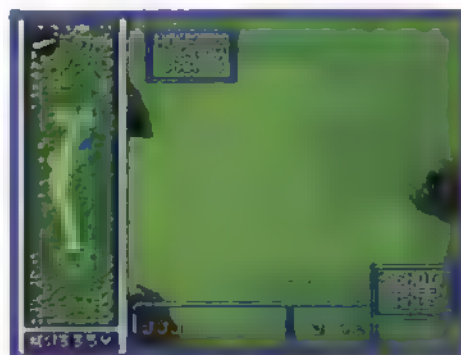
the scores tally up on the board. If you have a group of football fanatics, you can have a fantasy football league. Tecmo Super Bowl has the right stuff for you including plenty of stats and updated league standings and a battery to save all results. Down on the field, TSB does have the play choices of Madden NFL '94 or the realistic look and feel. Your defensive choices are severely limited. On the other hand, the simplicity of Tecmo Super Bowl may appeal to players who want a quick game.



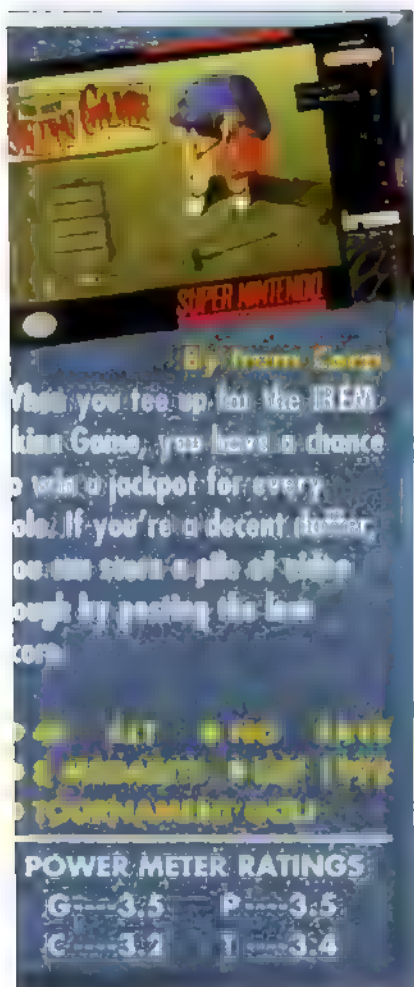
## HOLE IN ONE GOLF

Hole In One's multiple play modes include Practice, Stroke, Match, Tournament and Vs. Hal, the computer, and you can play all, except Practice, as Amateur, Single or Professional. Up to four players can compete in the Stroke and Tournament modes. Other special features—Zoom, Slope and Cut—let you zoom in on any defined section of the course, check the degree that an area slopes and view a cross-section of the terrain. And if you make an outstanding shot, say an Eagle or a Hole-

In-One, you can use the Memory Scan feature to see an instant replay. Players and non-players alike will quickly pick up on the game play of Hole In One. They must select the right club for the situation, check to see how the direction and speed of the wind will affect their shots, aim accurately and time their swing correctly to stay on course. The game also includes the standard assortment of bunkers and water hazards. When it's tee time, Hole In One is up the fun.



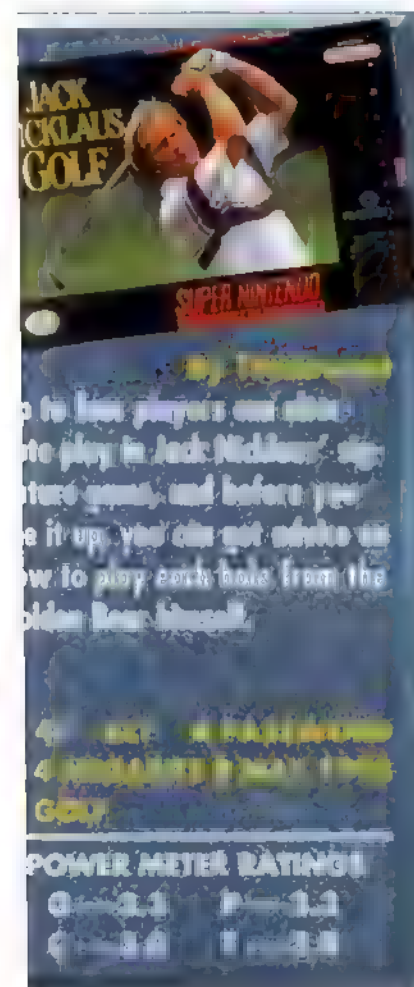
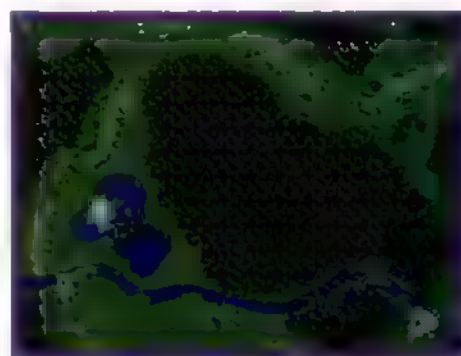




## THE IREM SKINS GAME

The Skins Game mode is just one of four you can play with this Pak. Other options are Match, Stroke and Tournament play, but the Skins mode is where you can score cash, which is fun, even if it's only video cash. Whichever mode you select, you can control one of four characters, each with different pre-programmed skills. Will you sacrifice power for accuracy? Putting ability for the long drive? Check out the different stats and make your choice. Player 2 can select any of the four, too, so you

might end up playing your clone. The game lets you adjust the standard options, including club, stance, stroke power and direction, and the play screen shows the wind direction and a diagram of the entire hole when you're on the fairway. Helpful suggestions about how to play each hole are given before you tee off. All play, in all modes, takes place on the same 18-hole course that features varied terrain and the usual assortment of bunkers and hazards.



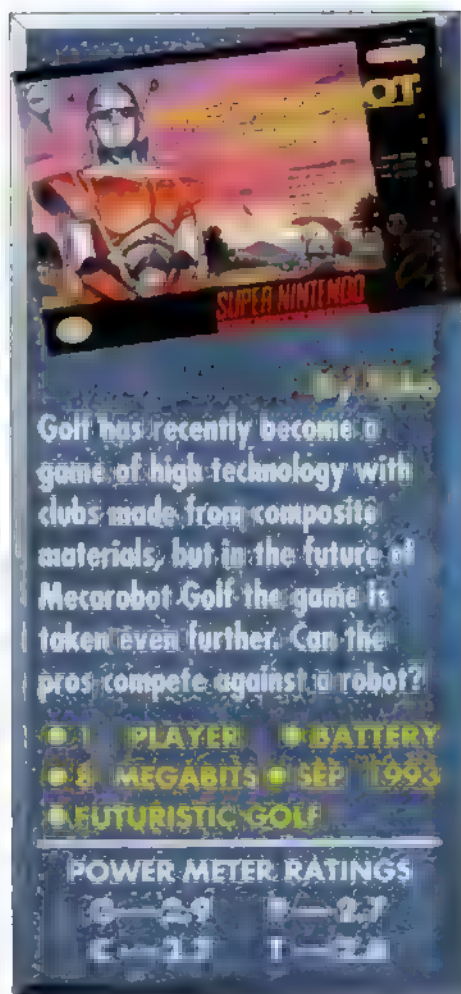
## JACK NICKLAUS GOLF

Tradewest's entry in the Super NES golf lineup has three built-in courses and an option that lets you design your own course using a selection of pre-programmed holes. Other unusual play features include the driving range and putting green options—common around real golf courses, but rare in the video golf world. Play Stroke Play against the computer or friends, or challenge a real opponent to a Skins Game. The game's password feature lets you save your position in the standings. You

can request an instant replay of your previous shot from either a regular or reverse angle, and you can elect to have an on-screen grid that shows the variations in the terrain. Although the graphics are attractive, the game takes a lot of time to redraw between shots. It redraws tree by tree, and waiting for it to redraw the grid takes even longer, so don't use it unless you really need it. Like the real game of golf, this is one that requires patience.



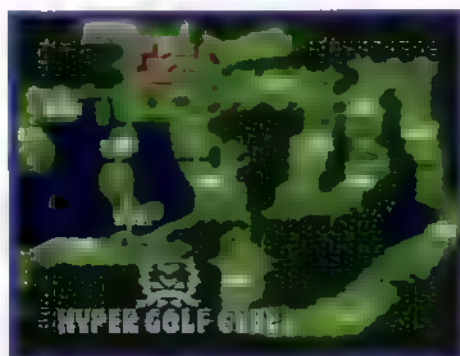




## MECAROBOT GOLF

Mecarobot Golf is probably the first golf game with a plot. The mechanical hacker is named Eagle, the creation of a scientist who can't control his slice and resorts to making a perfect golfing robot. Now the scientist has decided to test him against the best—the pros, or you. The Hyper Golf Club has 18 holes, a driving range and lessons. The Family Tournament lets you play against three computer friends including Eagle, or you can play against Eagle alone. The Family Tournament shows every shot taken by your three

opponents, which can be tedious. Control of your swing is difficult compared to HAL's Hole In C Golf and the True Golf Classics series. Timing must be absolutely precise; you'll miss the ball altogether. Graphically, the course scrolls forward when you hit the ball, but the fairways and bunkers don't look very realistic. Although this is a one-player game, it has four battery save slots. Mecarobot Golf concentrates more on its unique theme than the game play.



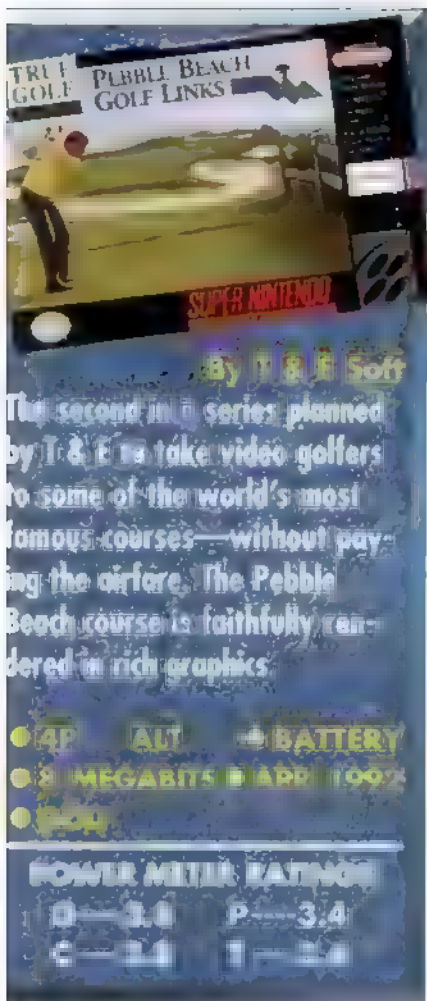
## PGA TOUR GOLF

PGA Tour Golf lets you tee off against the pros at Sawgrass, Avenel, Eagle Trace or the PGA West Stadium Course, all of which were modeled after the actual courses. You can enter a tournament or choose to play a single hole or an 18-hole round. The game also includes modes for both driving and putting practice, which will let you become accustomed to the game control. In the tournament mode, you can save your standings on the battery-backed Pak. Before you tee off, you

can get advice from real pros who know the course inside and out. The game has lots of options, including Bird Cam, which uses Super NES scaling and rotation to follow the flight of the ball right to its landing in one of 16 lies. Most options can be turned off or on, depending on your personal preferences. The realistic wind condition will affect your shots, so you'll have to adjust your aim to compensate. When you make a great shot, you can live again in an instant replay.



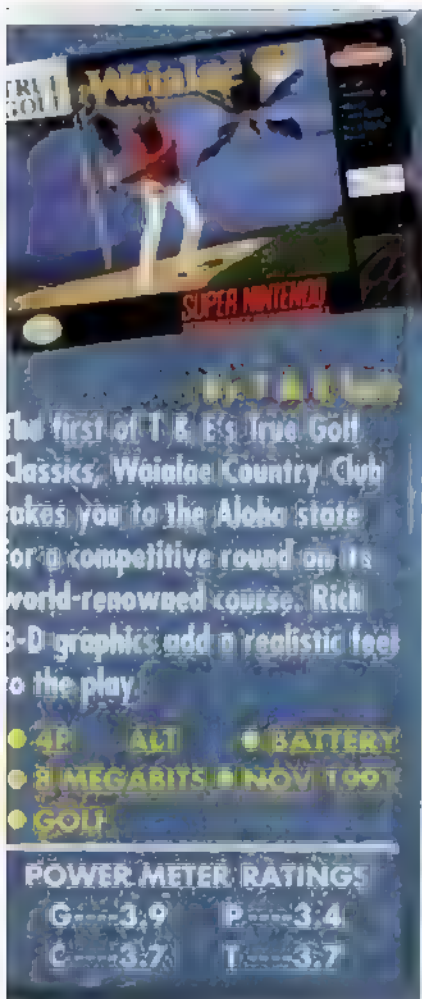




## TRUE GOLF CLASSICS: PEBBLE BEACH

True Golf Classics: Pebble Beach has the standard Tournament and Stroke Play Modes, as well as a Skins Game option that lets you make some video cash if you're good. If you select the Tournament Mode, you'll be teeing off against the best players in the game. Before you get started, you can opt to practice any of the 18 holes, and speaking of starting, the game also has a Quick Start option that lets you bypass all of the setup options. Game designers went to great lengths to ensure that

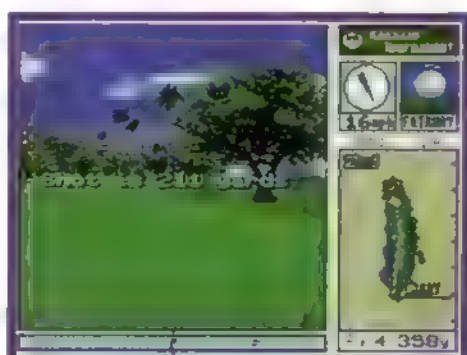
the 18-hole video course mirrors the real Pebble Beach course. The opening screen for each hole shows a very detailed, digitized photo of the corresponding hole on the real course. The graphics are very detailed, and if you check the Power Meter Ratings, you'll see that Pebble Beach compares favorably with many other golf titles. It has solid play control and an interesting ball meter that lets you determine exactly where you want the club to strike the ball.



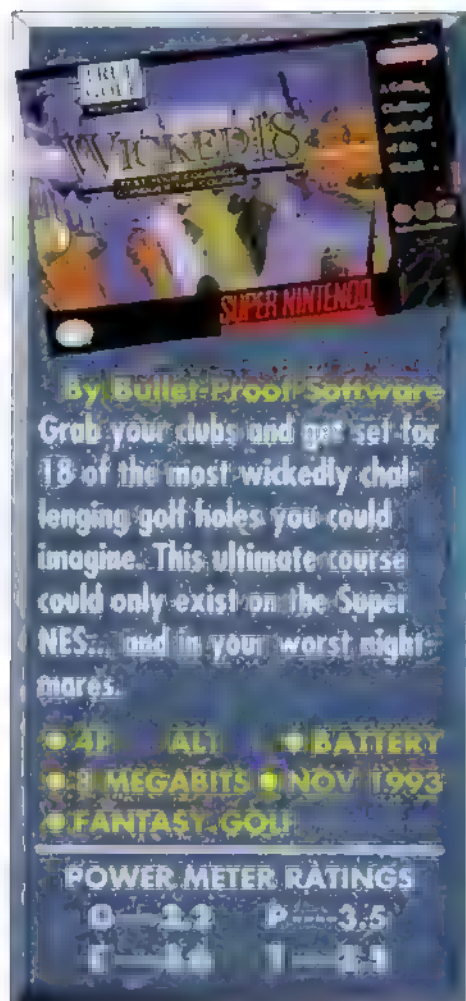
## TRUE GOLF CLASSICS Waialae Country Club

The Waialae Country Club, home of the famous Hawaiian Open, was founded in 1927 and has become a classic known for its unique "Aloha" spirit. T & E's course is just like Oahu's real thing, right down to the unpredictable trade winds that keep golfers guessing about which direction the next gust will come from. And like real golfers, video players will have to learn to read the island's changeable winds and compensate for them in order to keep their scores down and their shots within

bounds. You can alternate between up to four players in Tournament, Stroke or Match Modes, and the game includes a Practice option, as well. The player roster includes 48 pros, and before teeing off, you'll have the option of selecting a caddy and setting handicaps for all players in the competition. When Waialae C.C. was released in 1991, the game set a new standard for play control and graphic appeal, and it still holds its own against newer golf titles.



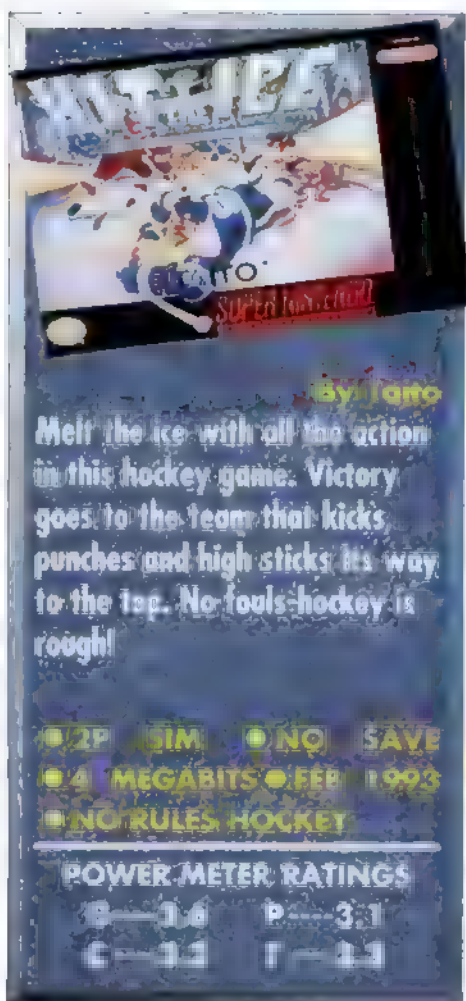




## WICKED 18

The ultimate test of man vs. pixel may come from Wicked 18, which uses the game engine developed by T&E Soft for the True Golf Classic series, of which there were two games: Waialae and Pebble Beach. Wicked 18 has the same easy-to-use interface with the circular swing meter that may be the most realistic golf control of any Super NES golf game. The big difference between this game and Waialae and Pebble Beach is the terrain of the golf course. Some of the fairways wind between canyon walls while some greens sit

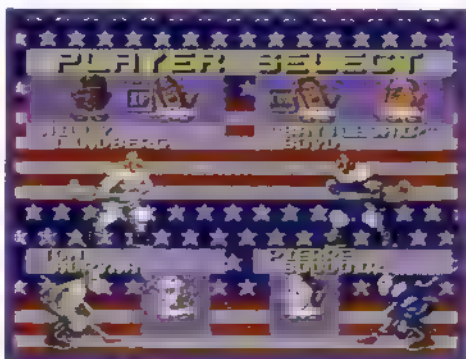
atop steep-sided mountains. Oil holes are studded with the stone columns of Greek ruins and play inside a volcanic cone with a pool of lava as the hazard. There are islands in the sky, towering walls that block approach shots and fairways that run along ridges. Not only are the holes bizarre in layout, they are very challenging. With multiple views, tournaments for up to four players, skill practice, stroke or match play, you got a lot to choose from.




## HIT THE ICE

Ever wanted to play a game of no-rules hockey? Well here is your chance. Taito's Hit the Ice should be called Hit Everything On The Ice. You control a three-player team in an all-out fight for the win. You can hit players anywhere, whether they have the puck or not. Every player actually has his own special fighting moves! You can play a single one-player game, or an entire mini-tournament. Two-player action puts both players on the same team or against each other in a head-to-head match. There are six teams to choose

from, each with its own strengths and weaknesses. The characters are much bigger than most hockey games, and full of humorous animation. It is easy to see the action this way, but the rink is too small to get much of space, making the game confusing. The play control reacts well, but character movement is slow and awkward. Although this game has skis and hockey sticks, it lacks any of the flavor of real hockey. It can be entertaining to play if you're looking for a rough and tumble game.







**Stanley Cup**

By Nintendo

Welcome to the NHL like you've never seen it before—from down on the ice with a puck in your face. Intense speed and action are coming your way in this hockey extravaganza.

- 2P • SIM • BATTERY
- 8 MEGABITS • NOV 1993
- HOCKEY

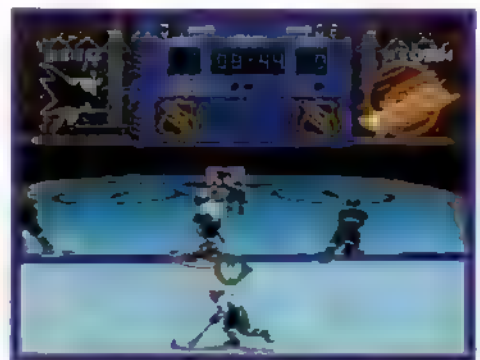
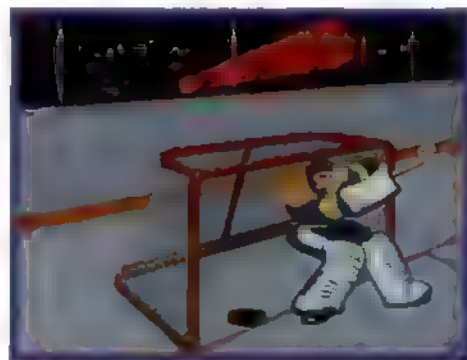

POWER METER RATINGS

G—3.9	P—3.1
C—4.0	T—3.4

## NHL STANLEY CUP

Nintendo teamed up with Sculptured Software, the developer of NCAA Basketball, and the NHL to put this hockey game together. The action follows the offensive team from a behind-the-puck, rotating perspective using the Mode 7 graphics of the Super NES. Passing lanes are indicated by symbols above the heads of players to whom you can pass, just like in NCAA. This perspective is more realistic than that of existing hockey games like NHLPA '93 with its static screen, but it takes some getting used to. The animation of

the skating in Stanley Cup feels natural. It requires some skill to keep your players in the action because movement on ice is so different than the start-and-stop precision you have on a court or field. With three levels of difficulty, all NHL teams, a full season option, a two-player option for exhibition and best-of-seven series and special features like generating instant season stats on the way to the Stanley Cup and an instant replay, this game has something for everybody.

**NHLPA HOCKEY '93**

By Electronic Arts

Realistic hockey action never looked so good. When EA, the masters of sports simulations, decided to do hockey, they did it right. This game has it all except the actual NHL license.

- 2P • SIM • PASSWORD
- 4 MEGABITS • DEC 1992
- HOCKEY

POWER METER RATINGS

G—3.3	P—3.4
C—2.8	T—3.6

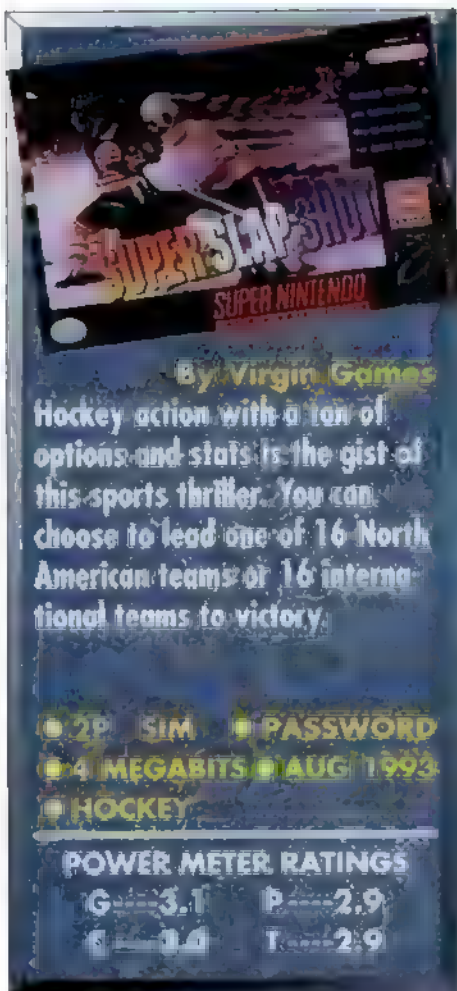
## NHLPA HOCKEY '93

NHLPA '93 provides a realistic hockey experience with teams composed of actual NHL players exhibiting their strengths and weaknesses. Each team is ranked in ten categories like shooting, skating and passing so you can choose the right one. The two-player simultaneous or VS. mode usually makes for the most fun, but the artificial intelligence in NHLPA is very good and computer opponents will give you a real run for your money. Play control is excellent and feels natural. You can

play a tournament, but there is no full season option. You can play with penalties on or off, but in either case, fighting is not an important aspect of this game. For about a year this was the premier hockey game, but now it has been upstaged by another EA game, NHL '94, which includes all the excellent play control features of NHLPA plus some extras. NHL Stanley Cup with its behind-the-puck Mode 7 view brings you even closer to the action on the ice, although it isn't as easy to play.







**By Virgin Games**  
Hockey action with a ton of options and stats is the gist of this sports thriller. You can choose to lead one of 16 North American teams or 16 international teams to victory.

● 2P ● SIM ● PASSWORD  
● 4 MEGABITS ● AUG 1993  
● HOCKEY

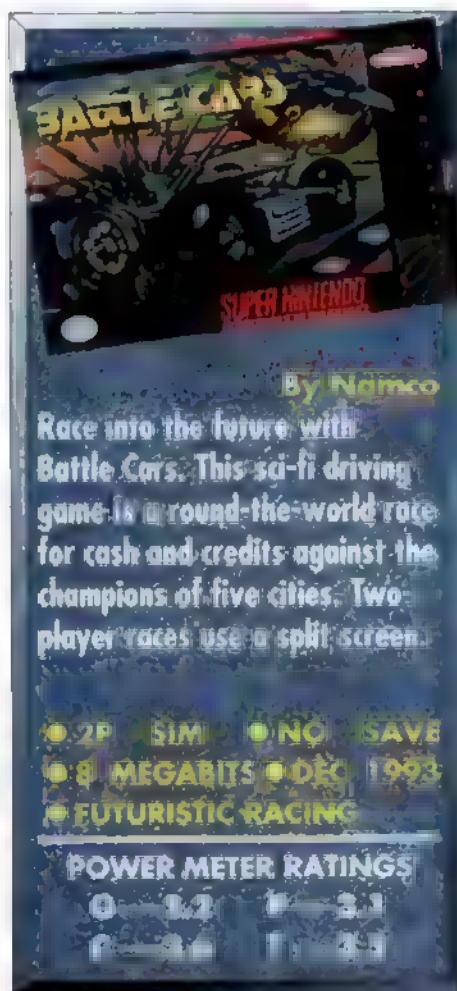
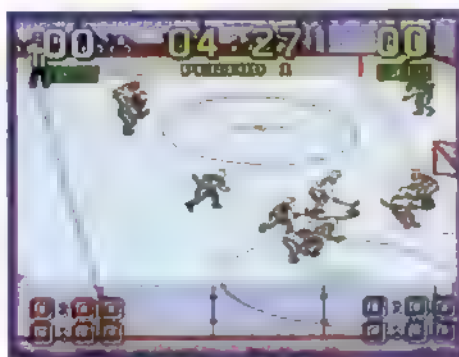
#### POWER METER RATINGS

G—3.1 P—2.9  
C—3.4 T—2.9

## SUPER SLAP SHOT

Super Slap Shot is a Hockey game with a slightly overhead side view and fast flowing action. The tons of options allow you to change the skills of the teams, select the number of minutes per period, choose one of three types of referees, rule on whether or not fights should take place, make it so that players wear down during the course of a game and adjust the control between automatic and manual. You practice the fighting or shoot-outs portions of the game before the actual game

begins. It pays off to practice these features, because the play control: both of them is quite stiff and non-intuitive. The play control for the main game is much like the control for many basketball games, except for the omission of an option to switch control to the closest person to the puck while in defense. Two players face off in exhibition games or lead separate teams in the final championship in tournament play.



**By Namco**  
Race into the future with Battle Cars. This sci-fi driving game is a round-the-world race for cash and credits against the champions of five cities. Two player races use a split screen.

● 2P ● SIM ● NO SAVE  
● 8 MEGABITS ● DEC 1993  
● FUTURISTIC RACING

#### POWER METER RATINGS

G—3.2 P—3.1  
C—3.6 T—4.1

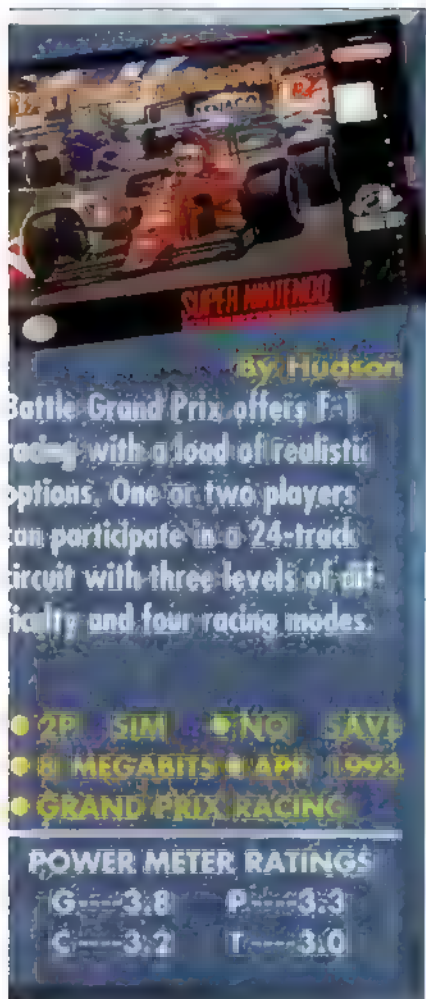
## BATTLE CARS

Mix F-Zero with the battle mode of Super Mario Kart and you have the main model for Battle Cars. This is a futuristic racer with armed cars and rival drivers. There are three types of cars and a total of 14 tracks. In circuit play the object is to travel from city to city and out-race the local rivals. Before every official race, you'll participate in a cross country time trial. If you come in under the target time and blast the drone cars, you'll earn cash and credits which can be used to buy

parts and weapons. After you upgrade your car, you'll race against the local favorite. If you win, you'll move on to the next city. If you lose, you'll have chance to stage a rematch on the same track. The play control allows you to cruise at top speed without constantly holding the accelerator button, which saves on thumb burn and allows you to fire weapons and hit the brakes when needed. A less-than-intuitive meter on the side of the screen keeps track of your car's speed and damage.



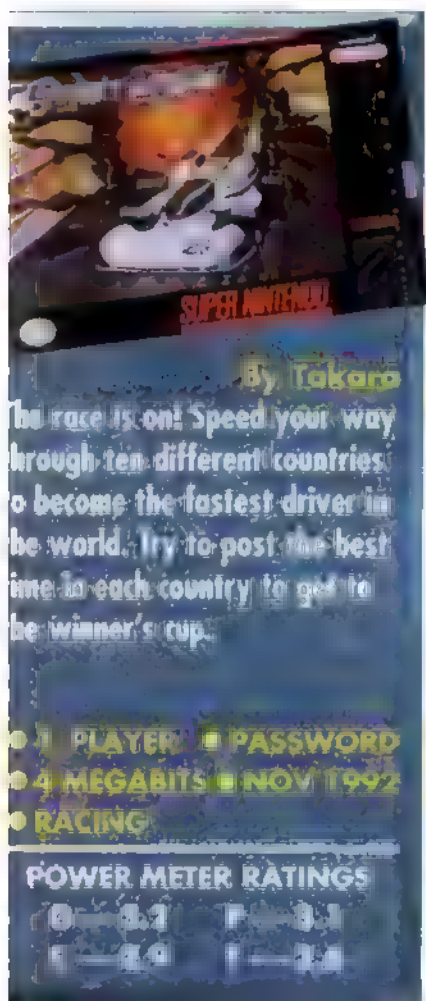
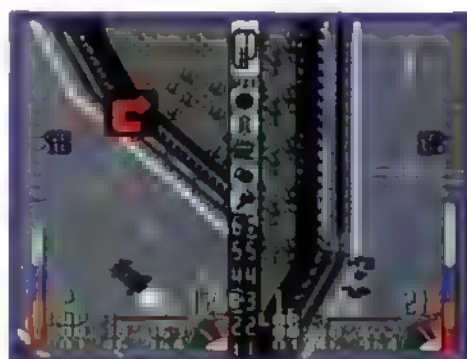




## BATTLE GRAND PRIX

The fast-paced action of Battle Grand Prix is shown with an overhead view and a split screen. While the split screen does allow for two players to compete at once, it also makes for a very limited field of view. The obstacles are almost upon you before you can see them. An arrow flashes as your car approaches curves in order to indicate which direction the curves will turn. But, this method results in less accurate driving than a field of view which shows what lies ahead in the distance, as is the case in Top Gear and

Super Mario Kart. Aside from the lack of warning that obstacles are imminent, Battle Grand Prix is a realistic game that offers many options. There are two Grand Prix Circuit modes, as well as a mode that allows you to race against a single opponent in a track of your choice and another mode which simulates a slot car race where you control the speed and the computer takes care of the steering. The cars can be customized in order to make them perform better on different tracks and with varying conditions.



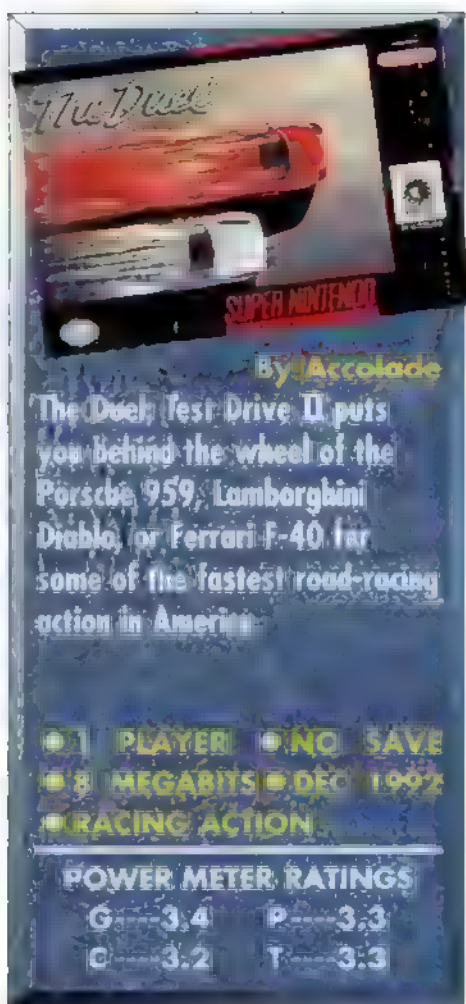
## CYBERSPIN

Cyberspin is a fast-paced racing game in which you must try to post the best times on ten different tracks. Before you can test your skills against the other racers, you must qualify for the race. Unlike most race games, if you don't beat the posted time, you don't get to race. This allows players a chance to get familiar with the track before the race begins. Each race varies in the number of laps, so your driving strategy changes from track to track. The game is raced from the top view,

making it look similar to the classic Spy Hunter game. It is difficult to get a realistic feel for the track because you are always driving towards the top of the screen. You can't see enough of the track on the screen to react well to quick or sharp turns. Often times, a blind corner will come your way when you least expect it. The play control is simple to learn and easy to control. You only need to use three buttons; accelerator, brake, and turbo. Racers, start your engines!







The Duel Test Drive II puts you behind the wheel of the Porsche 959, Lamborghini Diablo, or Ferrari F-40 for some of the fastest road-racing action in America.

● 1 PLAYER ● NO SAVE  
● 8 MEGABITS ● DEC 1992  
● RACING ACTION

## POWER METER RATINGS

C---3.4	P---3.3
C---3.2	T---3.3

## THE DUEL: TEST DRIVE II

Duel against either of the other two cars (or against the same model you have chosen) or race against the clock on courses that approximate real roads in this behind-the-wheel view racer. There are road courses all over the U.S., including the desert and both coasts. Conditions vary within a course, so that you may begin during a rainstorm and then move into the sun. Since the roads are open highway rather than race tracks, you'll have to avoid smashing into slow motorists. Top speeds are around 200 mph. The

result is that there is a lot of slalom in and out of traffic for a very realistic feel. You can even get stopped and speeding. The road and background scroll smoothly, giving a real sense of speed, but the steering feels too soft for such a high performance machine. The thrill of speed is what you're after, you should compare F-Zero or ROC II, but if you want reality in your driving, from the view out the window to the sound of revving engines, Test Drive II stands alone.



## FIROC RACE OF CHAMPIONS

**Race** through 16 international courses and take on the computer-controlled competition in this battery-backed simulation of an F-1 racing season. As you advance through the circuit, you can use your winnings to improve your car in ten different categories: chassis, transmission, brakes, suspension, diffuser, front wing, rear wing, tires, engine and nitro. These items effect the power of your car, its grip on the road and its braking ability. The way that you set up your racer should be depen-

dent on the conditions. Some of the courses feature long straightaways and easy curves while others feature close hairpin turns. Weather also plays a part. If the course is being rained on, you should equip your car with rain tires and stay low to the ground. If the forecast calls for sunshine, you can lose the grip on the track for more speed. The graphics don't quite have the atmosphere of the dark and futuristic *Zero*, but the sounds will rev you up the race of champions.

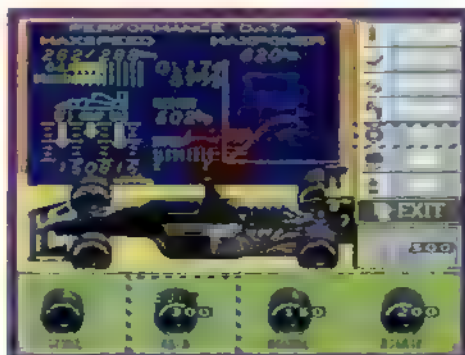


**FI ROC Race of Champions** plays like a present-day sensation where the emphasis is on realistic racing action. Eight racing teams compete for top honors in a 16-race season.


01 PLAYER 08 BATTERY  
03 MEGABITS 05 SEP 1992  
07 DRAGGING

## POWER METER RATINGS

G	3.3	1.1
C	3.5	1.2







**By Zero**

Choose your machine and head onto the track for some of the fastest action available. This game takes you around the world and into the development lab.

● 1 PLAYER ● BATTERY  
● 8 MEGABITS ● DEC 1993  
● F-1 RACING

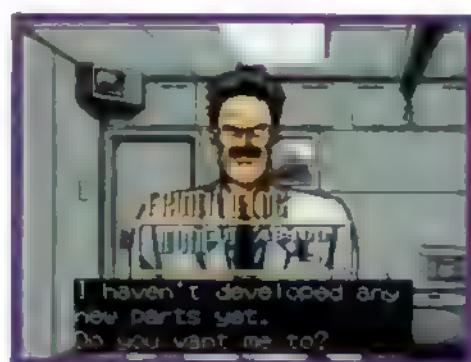
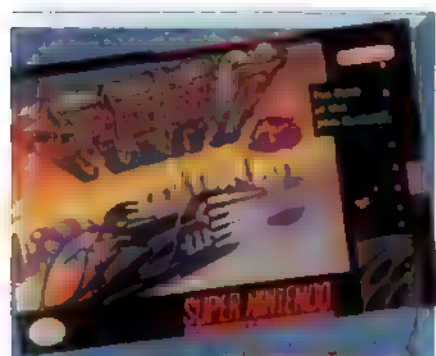
POWER METER RATINGS

G---2.8	P---1.7
E---1.2	T---3.0

## F1-ROC II

Like F-Zero, F-1 ROC II uses a special DSP chip inside the Game Pak to deliver super fast scrolling graphics. Beginning your racing career in the Group C circuit, you'll have to win eight races to move up to the next level of F-3000 racing. After winning the F-3000 circuit, you'll finally join the F-1 Grand Prix for 16 races. After that, there's another full season of racing against even tougher veteran drivers. As you might imagine, the name of this game is challenge, and it may be the

most challenging of the F-1 games. The high-powered DSP of F-1 ROC II delivers speed, but it doesn't necessarily deliver realistic looking graphics. The animation of the car and the backgrounds aren't in the same league as either Nigel Mansell or Top Gear 2. The engine sounds like a bee hive, but graphics and sound aren't everything. F-1-ROC II includes some nice options like a battery-saved memory and an R&D screen for improving your car's mechanical systems.

**By Nintendo**

Speed into the future of racing with this incredible hovercraft racing game by Nintendo. Grab your Controller and check out all the driving action. May the best driver win!

● 1 PLAYER ● BATTERY  
● 4 MEGABITS ● SEP 1993  
● RACING

POWER METER RATINGS

G---4.3	P---4.3
C---4.3	T---4.0

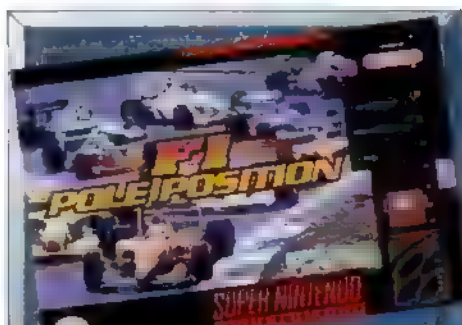
## F-ZERO

This racing game sets the standards in which all racing games should be rated! You can choose from four different proton-powered hovercars, each with its own strengths and weaknesses. Controlling the cars during a race is easy, mastering the race itself takes time and practice. There are 15 completely different tracks, all of them require split second timing and nerves of steel if you want to finish first. If these tracks aren't tough enough, there are four different skill levels to try your

skills. F-Zero includes a battery save that automatically saves all the best lap and race times for each race. This allows you to compare driving skills against past performances. The graphics are well detailed and very fast. It almost becomes too fast to handle on some of the stages. The animation and scaling effects after each race takes advantage of the Mode 7 capability of the Super NES. It is hard to believe that this game uses only four megabits of memory.







**By Ubi Soft**

This international F-1 racer for two players gets the checkered flag. F-1 Pole Position from Ubi Soft looks and drives like one of the best racing games in the crowded field of racing simulations.

- 2P SIM • BATTERY
- 8 MEGABITS • SEP 1993
- F-1 RACING


**POWER METER RATINGS**

G---1.4	P---3.4
C---2.4	T---2.1

## F-1 POLE POSITION

Aside from the standard options like a season of World Grand Prix racing on 16 international tracks and having a Test Run Mode for checking out the tracks, F-1 Pole Position boasts a two-player split screen option and possibly the best steering control of any racer. In comparison to other racing games, F-1 Pole Position gives the driver very smooth steering control and animation. The behind-the-car view is more removed than the view in Nigel Mansell, and even in the one-player game, the screen remains split. This

narrow view dramatically decreases your visibility. You won't find turn signals appearing in the sky or along the track as in most games. That means you really have to memorize the track just like professional drivers. Another good option is the ability to choose both your car and team. To help in the selection, you can refer to a power chart that graphically displays the strengths and weaknesses of your choice. Other useful options include control of weather and the number of laps to be raced.

**By Atlus**

Strap on your helmet and straddle one of the hottest motorcycles on the international grand-prix circuit in Atlus' realistic cycle racing game. For gearheads and bikers, this game is the one.

- 2P SIM • PASSWORD
- 8 MEGABITS • NOV 1993
- MOTORCYCLE RACING

**POWER METER RATINGS**

G---3.2	P---3.5
C---3.2	T---3.4

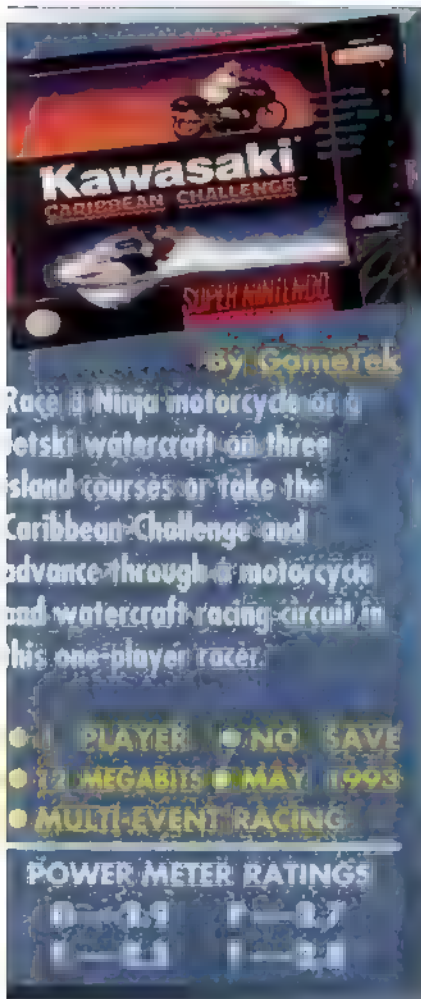
## GP-1

GP-1 gives you the chance to head up a grand prix racing team. You'll choose one of six machines and a mechanic. As you progress through the 13-track circuit, you'll win money and grand prix points. The money can be used to fix up your motorcycle and give you the winning edge over your competitors. Out on the race track, these bikes lean through the turns and rev like maniacs. You really have a sense of riding. The dangers of this type of racing also become obvious when you wipe out in a crowd and skid into the

infield. Atlus brings the thrills and spills of motorcycle racing to the Super NES by remaining true to the sport. Realism is the strongest suit in the game, especially when you compare it to the only other current motorcycle racing game—Kawasaki Caribbean Challenge. The action also seems even faster and more challenging than the crowded field of F-1 car racing game. Don't forget the two-player VS. mode of GP-1. Going one-on-one adds extra intensity to the competition.



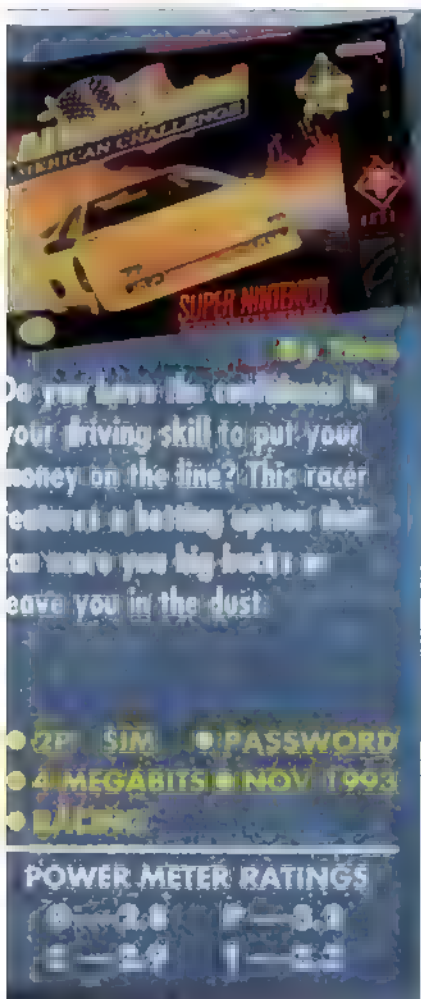




## KAWASAKI CARIBBEAN CHALLENGE

The exotic Caribbean Islands are the backdrop for this overhead-view racing game which challenges you to outpace four computer-controlled opponents. You can choose from three Ninja motorcycles or three Jetski watercraft in exhibition races. When you take on the Caribbean Challenge, which involves both motorcycle and watercraft races, you must work your way up to more powerful vehicles as you advance through the circuit. The courses range from the straight-forward

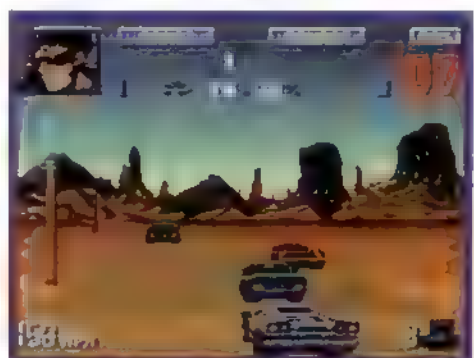
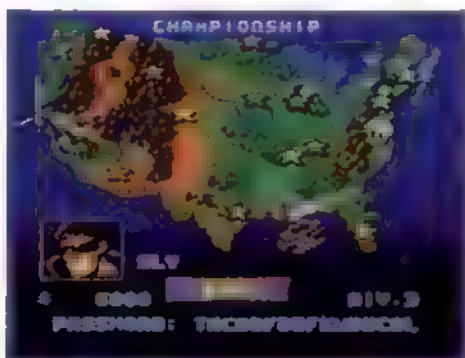
Wreckers Reef tracks to the more windy courses of Port Elizabeth and Treasure Cay. Each island is introduced with a pair of postcard-perfect digitized photos, but the racing scenes feature more standard video game graphics. The play control is very touchy and the gamer has little warning as his or her vehicle approaches a curve. This results in a lot of side-of-the-track collisions for novice players. Gun your engines, racing fans.



## LAMBORGHINI AMERICAN CHALLENGE

Lamborghini American Challenge isn't just a straight take-the-checkered-flag racing game. The gambling option lets you put your money where your lead foot is. By winning races, you can pick up the prize in races around the U.S., and you can also win the betting pool, which can sweeten the take considerably. You'll begin in Division 3 as one of three characters and work your way up as you win. The passwords to save your progress are a string of 16 letters—far too long and easily confused. Other unique attributes of Lamborghini

include Super Scope and Super NES Mouse compatibility for a truly different control experience. On the surface, this game with its two-player, split screen option may remind players of Top Gear 2. In both games, the use of a nitro boost gives you a tremendous advantage. But Lamborghini is a road race from point A to point B rather than a track race. That means less challenge and no way to improve lap time by memorizing the track. This is a racer with a difference.



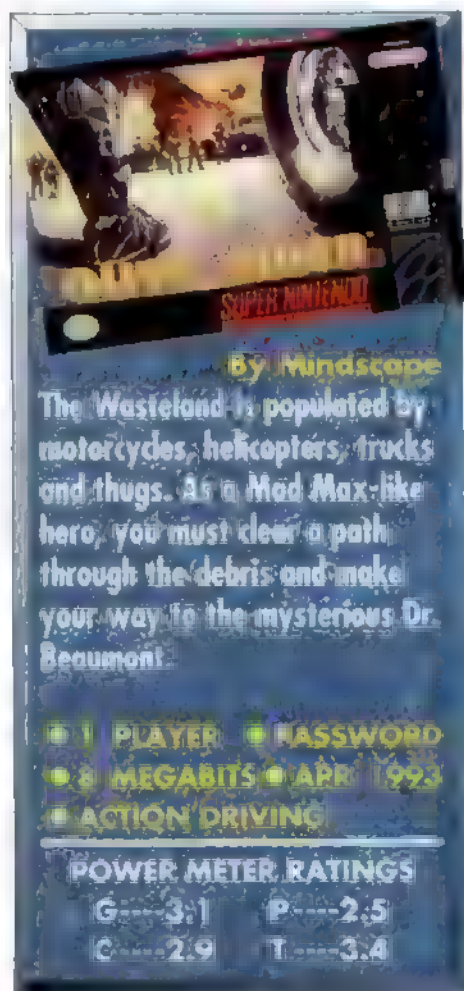




## NIGEL MANSELL'S WORLD CHAMPIONSHIP

Britain's Nigel Mansell has left F-1 racing for the moment to concentrate on Indy cars, but he left his mark on the international circuit. The view in Nigel Mansell is from inside the cockpit of the car, looking over the top of the steering wheel. Being low to the track and this far forward gives you a wide-angle view—probably the best of any racing game. The graphics are excellent and filled with little details that you might miss initially, but that affect the game play. For instance, the little

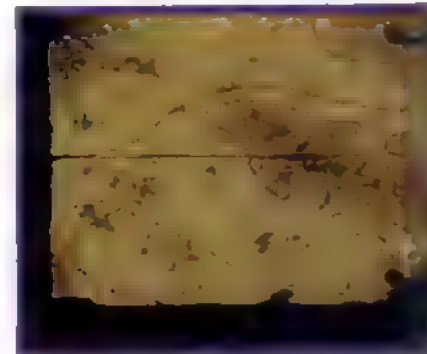
rearview mirrors actually show a approaching from behind. Realistic acceleration, 16 real tracks from around the world, 3-D topography, upgrades for your car, and tips on each track from the master himself all add up to a racing game. Control may not be quite as smooth as F-1 Pole Position, and Gear 2 has more dramatic 3-D graphics but on balance, Nigel Mansell is probably the most realistic and challenging racing game available to date for Super NES.



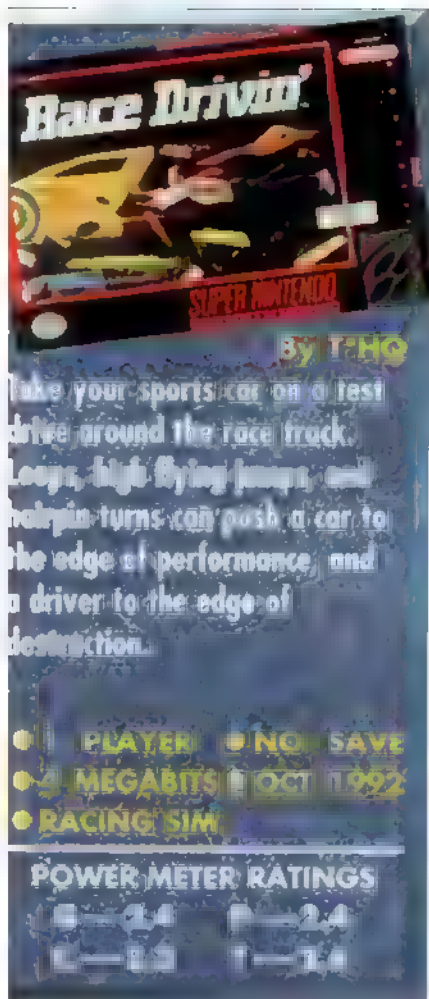
## OUTLANDER

The publisher of the original Mad Max game for the NES brings you another futuristic thriller in a desolate, enemy-filled landscape. Most of the adventure takes place behind the wheel of a sturdy, machine gun equipped car. As you race on, you must avoid the obstacles in the road and take out the enemies that aim to stop you short of your goal. If your timing is right, you can stop in various towns for fuel, ammo, water and food. These side-view shooter sections are packed with enemies. If

you're out of ammo, you'll have resort to punching the bad guys. The graphics in the driving sequences are similar to those seen in Road Riot 4V and the play control is very responsive. The graphics of the side-view sections feature stiff characters with very few animation frames and play control is difficult to figure out. The music is repetitive even though the sound effects are realistic and the car does make any sound as it revs or skids to stop.



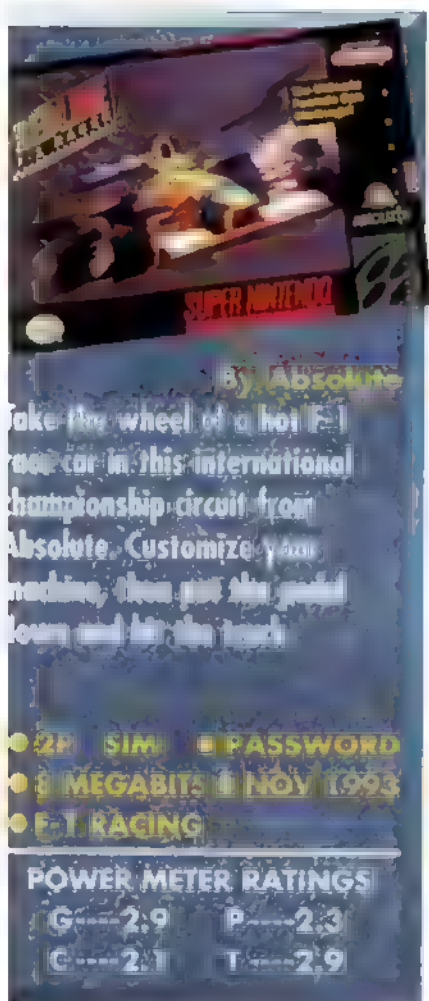




## RACE DRIVIN'

Race Drivin' offers game players a chance to take a sports car through all the twists and turns of a stunt driving track. You can select from four different cars to fit your driving skill. Beginners can drive the Automatic Sportster, while advanced players can take the five-speed Roadster for a spin. There are three different tracks to test your skills on: a Speed Course with few tight turns, a Stunt Course full of jumps and ramps, and a Super Stunt Course for advanced drivers. Like the arcade version of the game, players have a time limit in which

reach the checkpoints. If they succeed, they will receive more time to continue driving. All of the crashes along the way are replayed from a bird's-eye view, so you can see what went wrong. Unlike the arcade, the graphics, play control and sound lack in both quality and detail. The graphics are blocky, especially when you are making a turn. The car can be very difficult to control. The sound effects are muddled and hard to recognize, with the exception of the squealing tires.



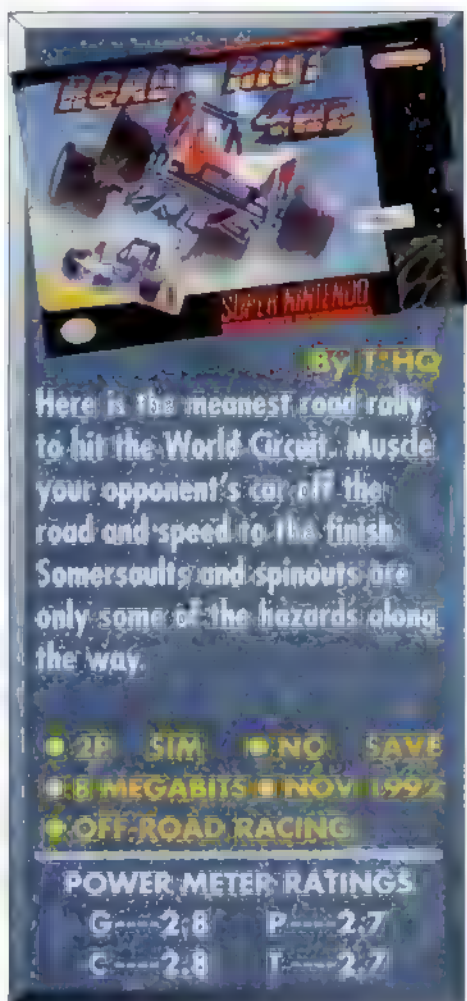
## RED LINE F-1 RACER

Red Line F-1 Racer includes most of the basic features shared by other F-1 simulations such as custom car setup, 16 real tracks from around the world and the ability to select weather conditions. The two-player split screen mode allows you to challenge a friend for supremacy out on the track. You can also take practice laps on any of the tracks to learn their ins and outs, or you can save your progress in the international tournament as you try to bring home the championship. Compared to other racing games, though, Red Line

F-1 Racer does not have the sense of realism of Nigel Mansell's World Championship or the smooth control of F-1 Pole Position. It is also lacking the flat out speed of F-1 ROC II and F-Zero. Animation of the car in Red Line seems jerky and unnatural and the overall graphics aren't up to the standard of these other games or non-F-1 racers like Top Gear 2. Although some of Red Line's features are nice, especially the two-player mode, it doesn't stack up to the competition in other important areas.



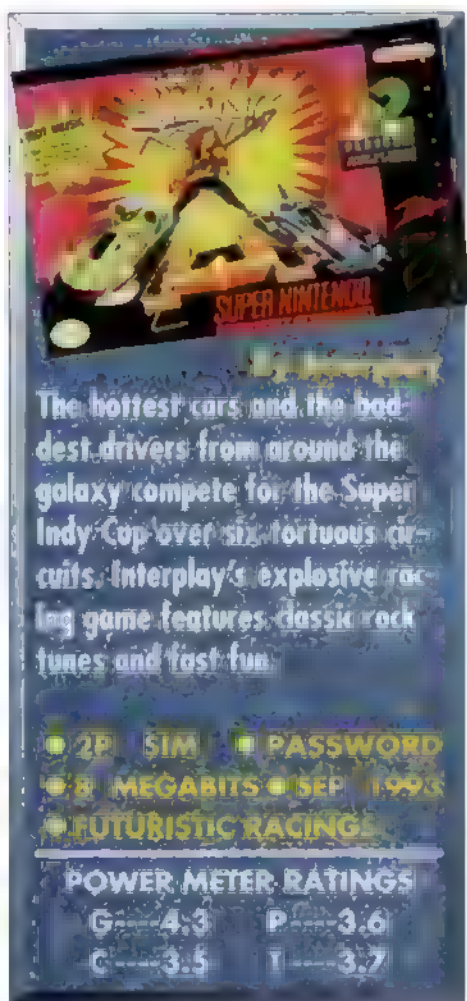




## ROAD RIOT 4WD

Many players may recognize Road Riot 4WD as the great driving game in the arcade. As a T\*HQ game, it is an entirely different story, becoming a typical off-road racing game. There are 11 different tracks for you to race on, with three difficulty levels to test your driving skills. Each track has its own driving conditions, including ice or dirt surfaces. There are a total of four cars in each race. If you are playing a two-player game, two of the cars will be controlled by the computer. The screen is split so two players can race at the

same time, and be at different places on the track. The screen remains split the one-player game, which can make controlling your car confusing. The play control and the graphics are rough and appear blocky. The car turns in large increments, making it hard to stay on the track. When you are driving down the track, the background graphics move slowly, as if frames of animation are missing. The sound effects are digitized voices are witty and humorous which can make the races entertaining.



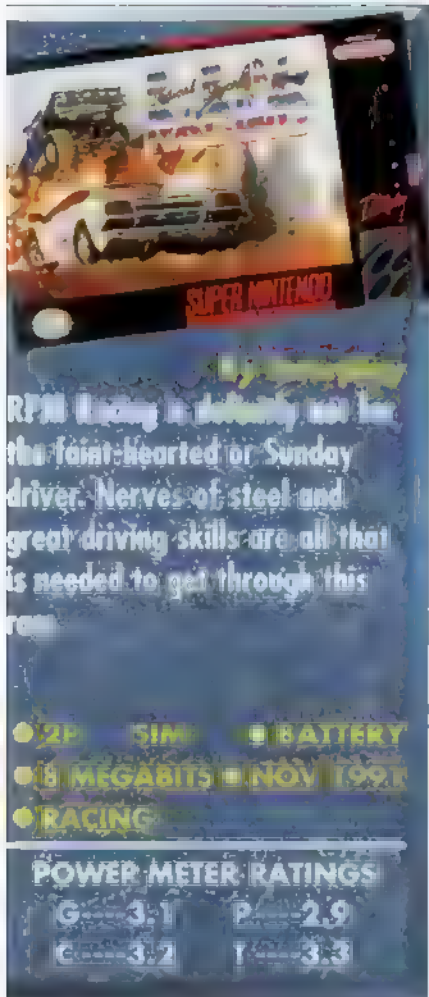
## ROCK 'N ROLL RACING

Rock 'N Roll Racing was well-named. It's rocking and it's racing. The soundtrack includes Deep Purple's "Highway Star," "Bad To The Bone" by George Thorogood and Steppenwolf's "Born To Be Wild" among other classics. If your Super NES is hooked up to your stereo or stereo TV, make sure you crank up the sound. On the racing side of the equation are overhead view tracks, cars equipped with missiles and other weapons and circuits of eight or more tracks on six different planets. On

each planet you'll have to face a particularly nasty competitor. Even if you don't win, you can build up money and power-up your machine so that next time you'll roll over the competition. For two-players, Interplay combines the rough racing action of Super Road with street fighting-like competition in the VS. mode. This split screen tournament can take place on a world and at three stages of difficulty. This is racing with a twist, and an attitude. Nothing is quite like it.



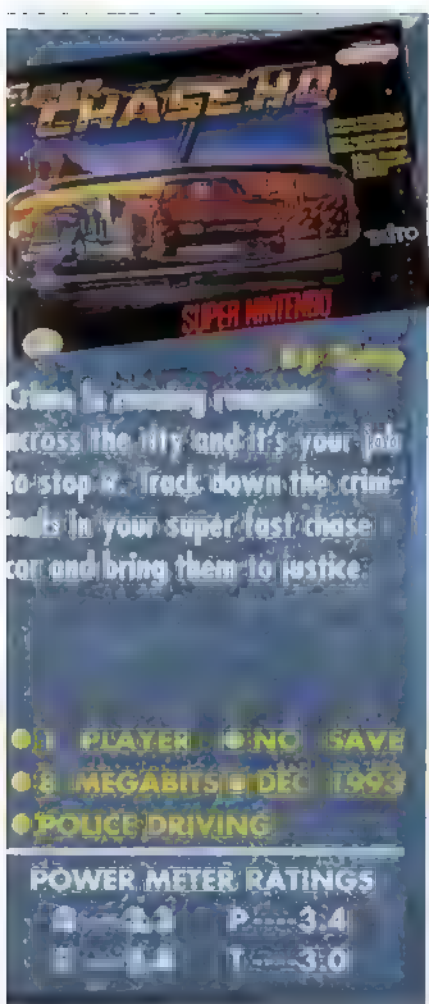
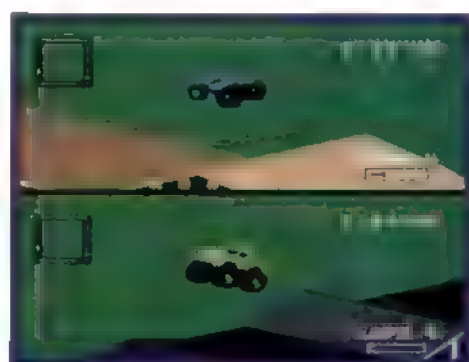




## RPM RACING

RPM Racing is one of the first off-road racing games ever released for the Super NES, so it still shows some rough edges compared to newer racing games. There are 128 different tracks to challenge even the most accomplished video drivers. Each track pits you against three other drivers in an all-out fight for first place. Watch out for ice, potholes, and other pitfalls strategically placed to give you problems. Sometimes the best way to win a race is not by being the fastest, but by being the smartest and eliminating your com-

petition before crossing the finish line. Between races you can build up your car with your prize money. There is also an Edit Mode so you can design your own tracks. The cars in the race are large and easy to see. The problem with large cars, is that you can only see a small portion of the track while you race. This causes you to make many wrong turns, crashing your car frequently. To make matters worse, the steering of your car is rather rough and blocky, causing even more wrecks.



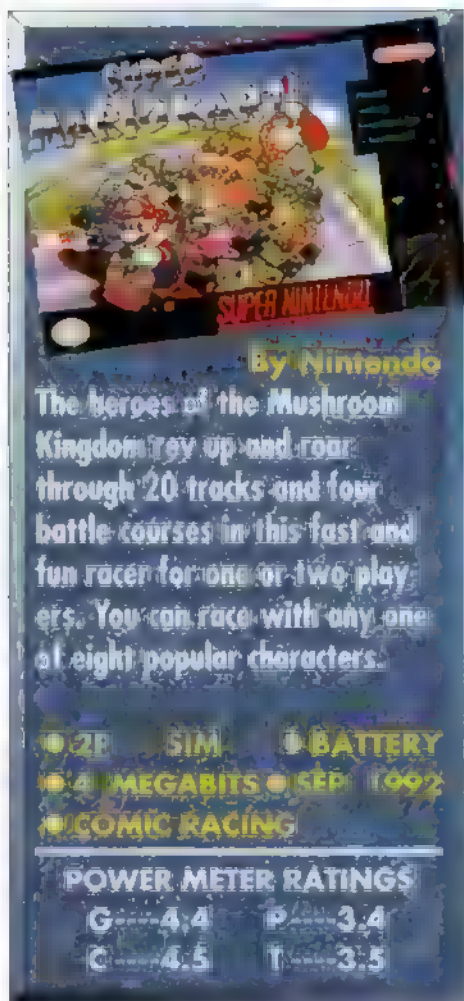
## SUPER CHASE H.Q.

Super Chase H.Q. is a driving game with a difference. Instead of trying to avoid all of the cars on the road, it is your job to chase down the criminals' cars and drive them off of the road. You've been issued a candy-apple red, super-charged racing machine that seems impervious to most anything. The car comes stocked in either an automatic transmission for beginning drivers, or a standard transmission for added challenge. Each stage is divided into two different sections. You must race through oncoming traffic in the

first area in order to catch up to the criminal. When you reach him, the second section requires you to drive him off the road. If you run out of time, or your car is damaged beyond repair, the chase is over and the game is lost. Many of the turns in the road are tough to see, and can easily knock most drivers off the road. All the oncoming traffic has only been drawn in two dimensions, making it hard to gauge their location in a turn. The play control is well done and allows players to select their own button configuration.



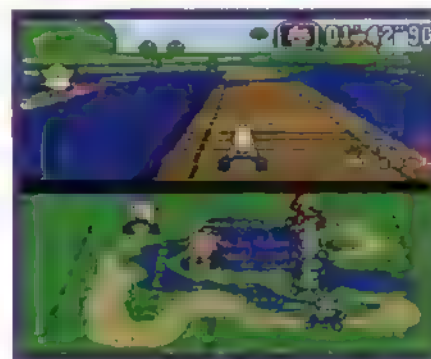
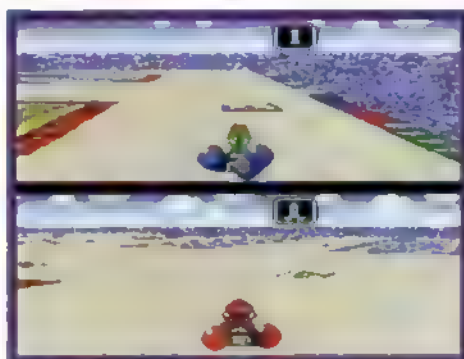




## SUPER MARIO KART

Like F-Zero, Super Mario Kart is a racing game that uses the Mode 7 capabilities of the Super NES in order to present smooth flowing, fast action. In this game, you guide Mario, Luigi, Princess Toadstool, Bowser, Koopa Troopa, Donkey Kong Jr. or Toad through four racing circuits, each of which includes five challenging tracks. The drivers have different racing abilities that relate to their size. Small racers accelerate quickly while big racers have high top speeds. In two-player races, a

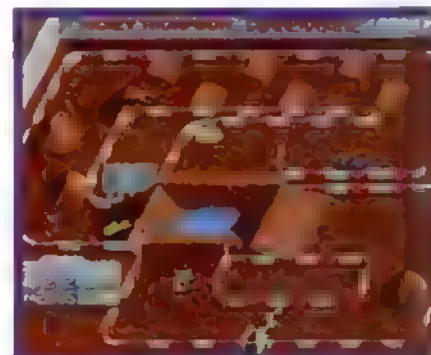
split screen view follows both Karts. In one-player races, the bottom half of the screen shows a map of the course and a rear view. Question Mark Tiles yield special items which racers can use to thwart the competition. Bananas and Shells make Karts spin out. Feather and Mushrooms are used for a boost and Lightning Bolts shrink the other racers. Practice in a Time Trial, then join the circuit. A battle mode allows two racers to go head-to-head in an arena-like setting.



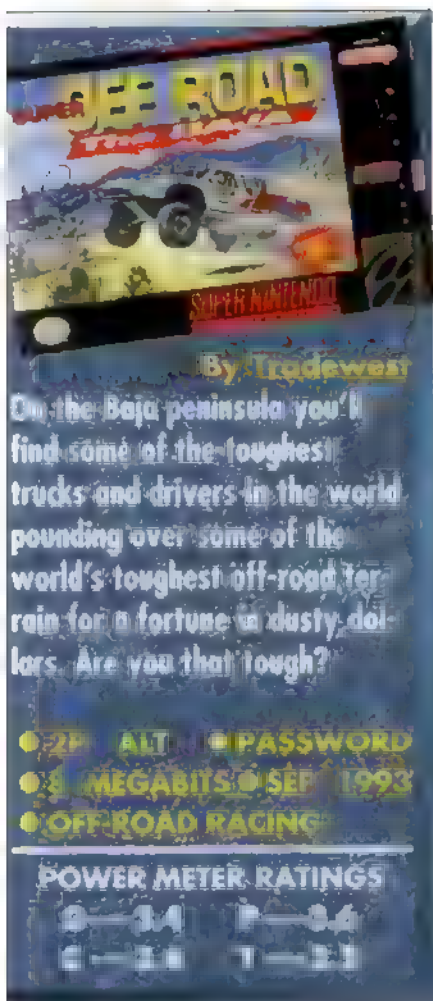
## SUPER OFF ROAD

Tradewest scored a hit when they released Super Off Road for the Super NES. This game was very popular in the arcades. A lot of that popularity had to do with the fact that it was a four-player simultaneous game. The Super NES version is only a two-player simultaneous event. The graphics are very good considering the fact that the entire race course appears on the screen at once. This translates into small trucks. You might think that this would be a hindrance to the play control, but it's not. The trucks are very easy to

steer and keep on the track, even at high speeds and when using blasts of Nitro. Four trucks go at it in every race. At least two of them are computer controlled. In a one-player game, you have to finish in the top three spots in order to continue on to the next race. Fortunately, there are unlimited Continues. Collect your winnings from the races and pick up bags of cash as you race and then buy as many improvements for your truck as you can between races.







## SUPER OFF ROAD: THE BAJA

Viewed from behind your truck, the terrain from Ensenada up the long peninsula of Baja California is a tumbled landscape of hills, cactus and big rocks. Once in motion, you'll bound over rough tracks like a bronco. Each leg of the race has multiple routes you can take. After each leg, you'll be able to collect winnings and spend them on improvements and extra nitro. A shot of nitro will send you surging ahead, but you have to be careful not to surge over innocent bystanders, recreational vehicles or passing wildlife. Roadkills

can cost you big bucks. You can also pick up extra nitro and money along the track. This is not a sequel to Tradewest's Super Off Road game, which has a completely different view. Strategy is less important here than endurance, since each leg of the race can take such a long time to run. The graphics are particularly well done, but there's not much variety in the tracks. Long play sessions can become tedious, so the password is a welcome feature.



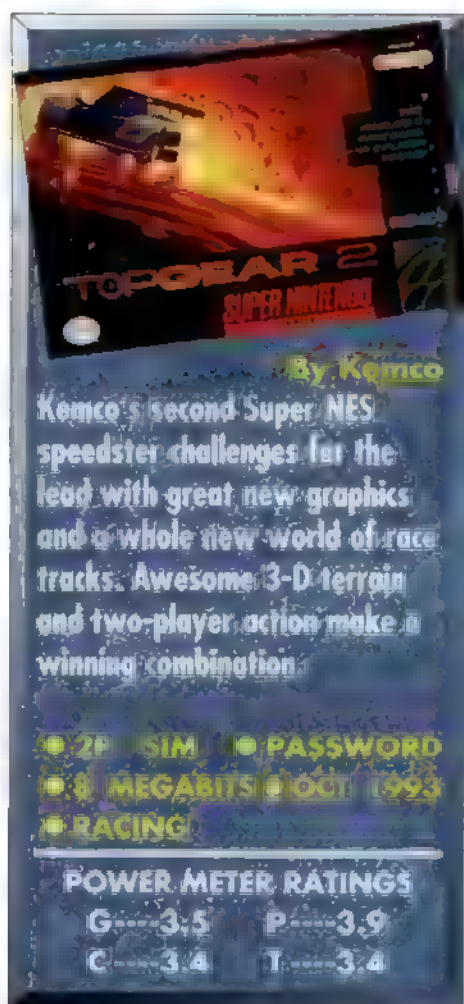
## TOP GEAR

Plain and simple, Top Gear is a lot of fun to play. The fact that two players can race simultaneously with the split-screen feature and the fact that there are three difficulty levels and four courses per country adds up to some really great options. Top Gear has a password feature that allows you to come back to any circuit at any time. Each race begins with your car near the back of the pack. It's usually easy to pass cars until you break into the lead, but as the difficulty level and overall speed of the

game increases, it becomes more and more difficult to take the checkered flag. You'll have to finish in the top 5 for every race if you want to continue on through the circuit. The four cars that you can choose from each have different drawbacks and advantages and each can be equipped with a manual or automatic transmission before the racing begins. Three blasts of nitrous oxide can be used during each race to help you gain ground, get out of trouble or increase your lead.







## TOP GEAR 2

The big innovation in the original Top Gear was to give players a split-screen for a realistic, two-player driving experience. Top Gear 2 retains that option, but also earns points for excellent new graphics that include variable weather and day or night conditions plus, for the first time ever on any Super NES game, real topography including steep hills and even jumps that the tracks pass over. The new Top Gear also has three difficulty modes, a world circuit tournament with more than two-dozen

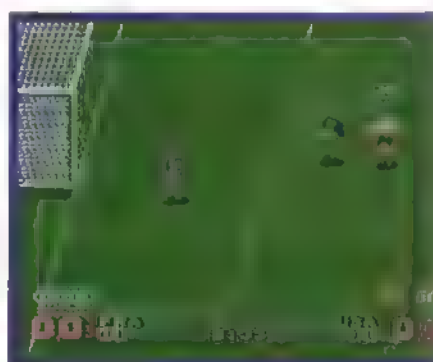
tracks and the ability to upgrade your car with your winnings. Play control easy and intuitive, making this a great game for casual racers. Learning snag extra nitro boosters is the only you really need to know. You won't have to use as much strategy skill as in Nigel Mansell's World Championship, and you don't have a choice of cars that makes games like Zero and F-1 Pole Position interesting but you'll have fun winning races with relative ease or by challenging a friend.



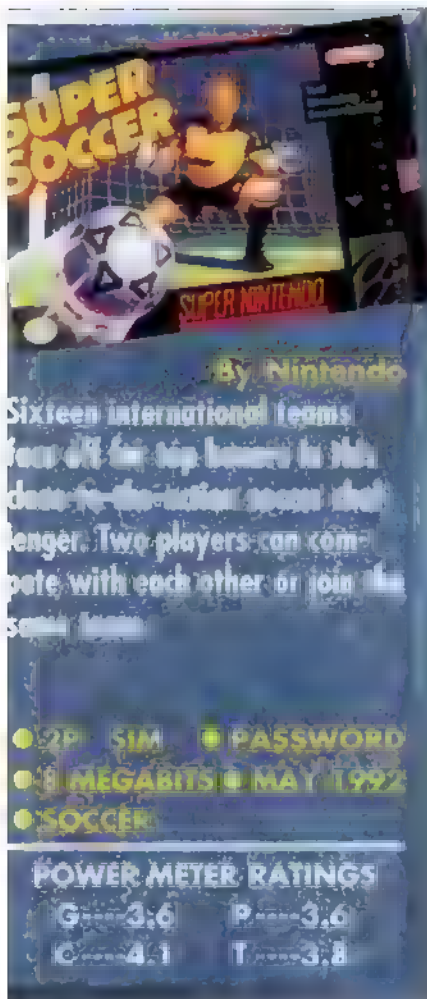
## GOAL!

Goal! features a slightly angled overhead view that follows the play and gets you close up to the action. The 24 teams all have special strengths and weaknesses that can be seen in the scouting meters as you select teams. Played either as a one-player or two-player game, Goal! recreates both the look and feel of real international soccer. In the option screen you can turn on or off various options including off-side penalties, fouls, the inset radar screen, automatic goalie and music.

You can also set the time from 45 minutes to one minute. After choosing from four formations, you'll take to the field where you'll see close-ups of instant replays of highlights as well as all the moment-by-moment action. The view is similar to the perspective World Soccer '94, and the characters are larger, but the animation isn't smooth. Goal!, however, has a battery to save your progress in the international tournament, which is an added plus.



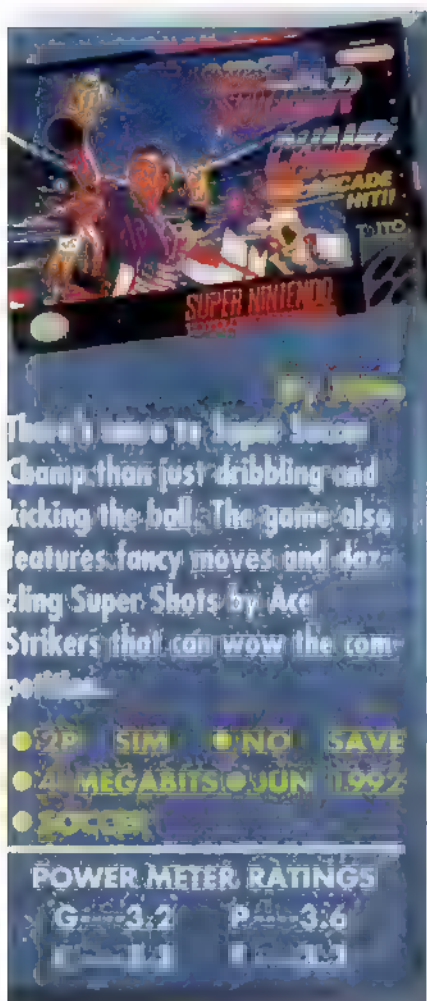




## SUPER SOCCER

Much like Roger Clemens MVP Baseball, NCAA Basketball and Stanley Cup Hockey, this fast and fun sports game features a low angle that puts you directly into the action. Using the Mode 7 abilities of the Super NES, the view scrolls smoothly along the length of the field. This means that, in one half, you will work towards the far goal and, in the other half, you will work towards the "camera" view goal. It is more challenging to score in the second case, since the goal doesn't appear until the ball is quite close. The

game features exhibition and tournament play. If you defeat the 15 tournament opponents, you'll advance to a final match against the talented Nintendo squad. The teams vary in three categories; attack strength, defensive strength and running speed. The abilities are loosely based on the reputations of the real-life teams from the representative countries. At the beginning of each half, you can choose from eight different formations and select either automatic or manual control over your goalie.



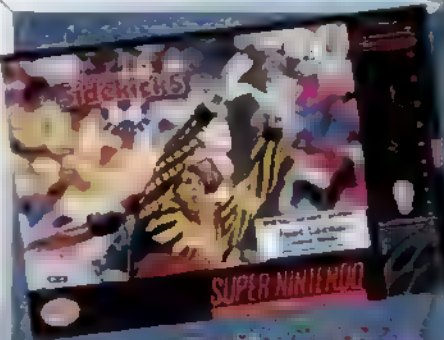
## SUPER SOCCER CHAMP

World class soccer comes your way in Super Soccer Champ, which includes teams representing eight different countries. The view is a traditional three-quarter overhead, but some of the players make moves that you won't see in other games. Each team has four Ace Strikers who are capable of Super Shots, which are not only impressive looking, they're also guaranteed to score goals. You can activate only one Ace Striker at a time. Other flashy moves that all players can execute

include the Shoulder Charge, the Slide Tackle and the Overhead Kick. Play against the computer in a 1-Player Mode or against a friend in the simultaneous 2-Player Mode, or select one of the Penalty Kick games to take part in a shoot-off. Regular soccer strategies apply, as do universally accepted rules. If you're overly aggressive on defense, expect a Yellow Card from the Referee. Of course, if you knock the Ref down, he won't be able to see questionable moves.







**TONY MEOLA'S SIDEKICK SOCCER**

Electro Brain takes you onto the pitch with Mode 7 international soccer action starring U.S. world cup goalie, Tony Meola. Fast, realistic action with teams from around the world.

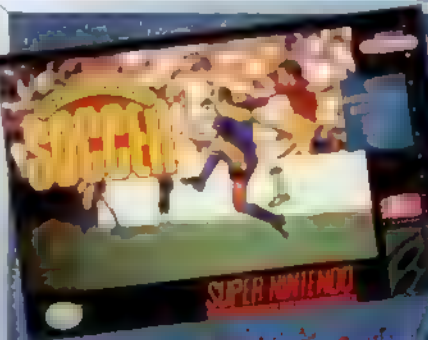
**POWER METER RATINGS**

G	3.8	P	3.1
C	3.6	T	3.8

# TONY MEOLA'S SIDEKICK SOCCER

The same development team at Sculptured Software that created NCAA Basketball for Nintendo also put together Tony Meola's Sidekick Soccer for Electro Brain. The Mode 7 rotating graphics give you a perspective of being behind the ball, following the ball-handler at all times on offense. In the two-player mode, the adjustment to defense in which your active player is designated with a cursor can be more difficult. Tony Meola's full rotational view takes some getting used to, unlike the behind-the-view Super Soccer or the overhead-

side view World Cup '94. Once you used to the perspective, however, feeling can be quite realistic. To get full international soccer experience Electro Brain added multiple tournament options. You can choose tea that represent cities in the USA, La America or Europe. The one-play option lets you play in a league or elimination tournaments. Other options include setting up special plays, formations and corner kicks, time, speed, altering your roster.

**WORLD LEAGUE SOCCER**

Twenty four international teams compete for the championship in this soccer exercise. The game features very small, incredibly fast players and an overhead view.

**POWER METER RATINGS**

G	2.8	P	2.6
C	2.4	T	2.1

# WORLD LEAGUE SOCCER

World League Soccer is a fast game with small players, a large field and a lot of options. There are exhibition games, league games and two types of tournaments; one follows a standard pyramid structure, while the other one follows the group system of World Cup matches. All of the choices support one or two participants in simultaneous play. The options include changing the field surface to plastic or wet and adding wind into the mix. There are also two levels of difficulty and a chance to practice moving the ball and

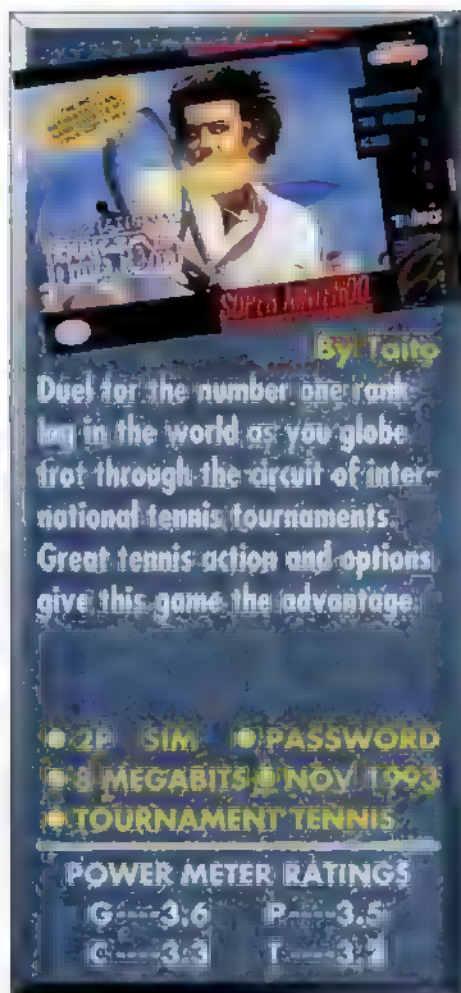
executing penalty kicks. The play control allows your characters to dribble, pass, score and kick the ball away from opponents. Mastering ball movement takes practice. If your character stops running, the ball will continue to roll and may get away. Since the game is shown with a straight overhead view it's difficult to tell if the ball is in the air or on the ground. For that reason heading the ball never really works in the game. There are also no special kicks to help you power past opposing teams.







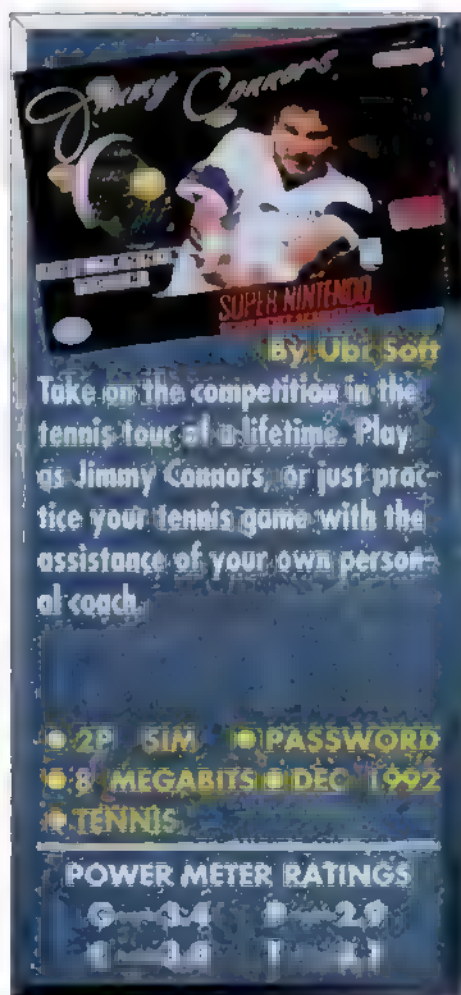
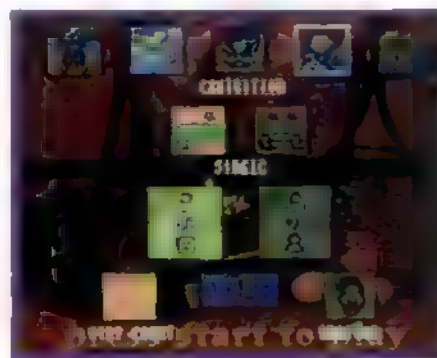
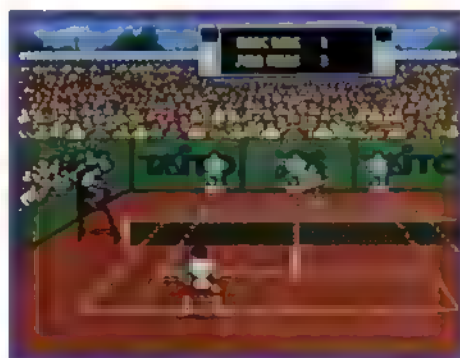




## INTERNATIONAL TENNIS TOUR

You can play singles or doubles and you and a partner can challenge the computer by playing doubles on the same team. World tournaments include 16 nations, but you can also choose to play tournaments around the world for cash prizes. As interesting as the options are in *International Tennis*, the best part of the game is the on-the-court action. The perspective is just high enough to give you a good view of the ball even when it's close to the net. Control of both ground shots and volleys feels very realistic. Serving is sim-

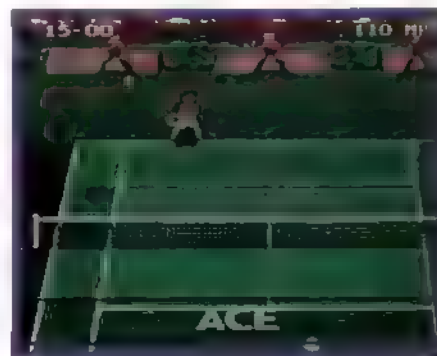
ple, unlike *Jimmy Connors Pro Tennis Tour* which used a sophisticated aiming process, or *Amazing Tennis*, which required precision timing. The result is that you don't waste as many shots. Even though the play may seem fairly easy at first, there are three levels of difficulty and many computer characters with different styles and skill levels. As for the animation, it's also excellent, especially when you have to dive for a saving shot. Tennis fans will make this one a real hit.



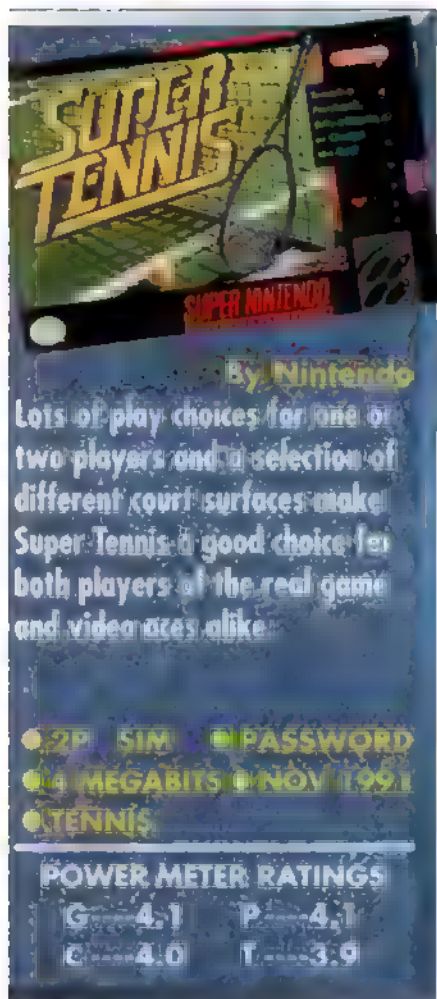
## JIMMY CONNORS PRO TENNIS TOUR

This is a tennis game for both beginners and pros. When you first start playing the game, you can select one of five different coaches to teach you how to play the game. As you improve, move up to better coaches to learn more advanced techniques. Unlike other tennis games, beginners can start playing as soon as they turn on the game. You can choose Easy or Full Control options which will line up your player with the ball, so you can work on hitting the ball. As you improve, you can take further control of your

player and begin playing like a pro. You can play either one or two-player games in Exhibition or Tournament Play. There are six different court surfaces to test your skills and 16 different players you can choose from. You see the court from just above the player at the bottom of the screen, giving you a full view of the playing area. The well-detailed graphics make it easy to see the ball when it is hit toward you. The judge's calls are audible as well as displayed on the screen, giving you the feel of a real tournament.



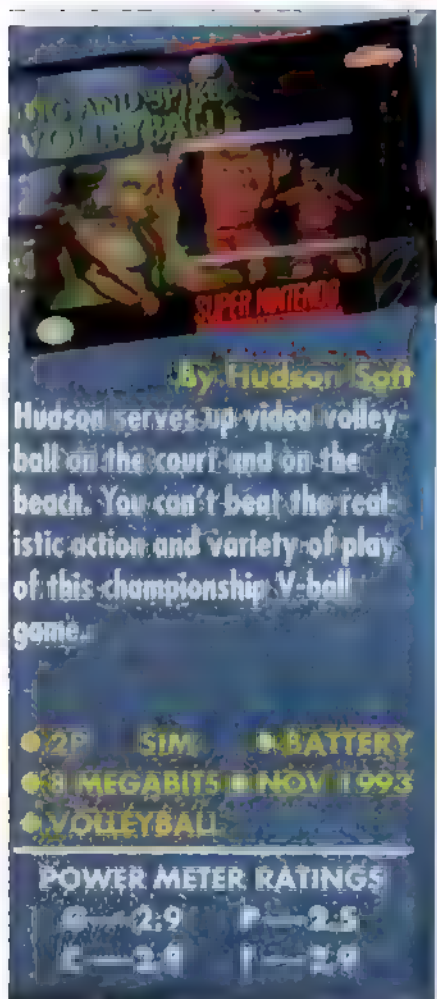
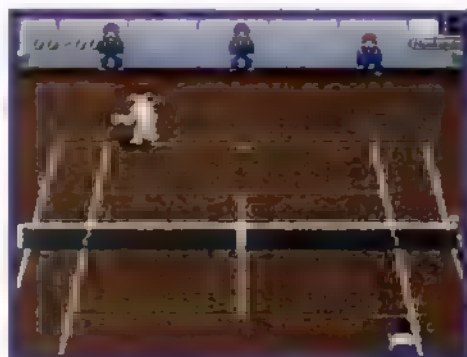




## SUPER TENNIS

Great digitized sound effects and crisp, detailed graphics bring a racket-in-hand realism to Nintendo's Super Tennis. The game is loaded with options. Play singles against a friend or against the computer. Play doubles with a computer partner against two other computer-controlled aces. Play doubles with a friend, either as partners or members of opposing teams. Take your pick of court surfaces: Hard, Lawn or Clay. The ball responds differently on the various video courts,

just as it does on the real things. Control any of the top pros of the Super Tennis world as you enter Circuit play. They all have their strengths and weaknesses, and you can restart Circuit play at any time using a Password. There are four basic strokes to master, and the great play control makes that easy. The challenge is suitable to a wide range of players and, all in all, Super Tennis serves up fast-paced fun that will keep tennis fans and armchair aces fully engrossed.



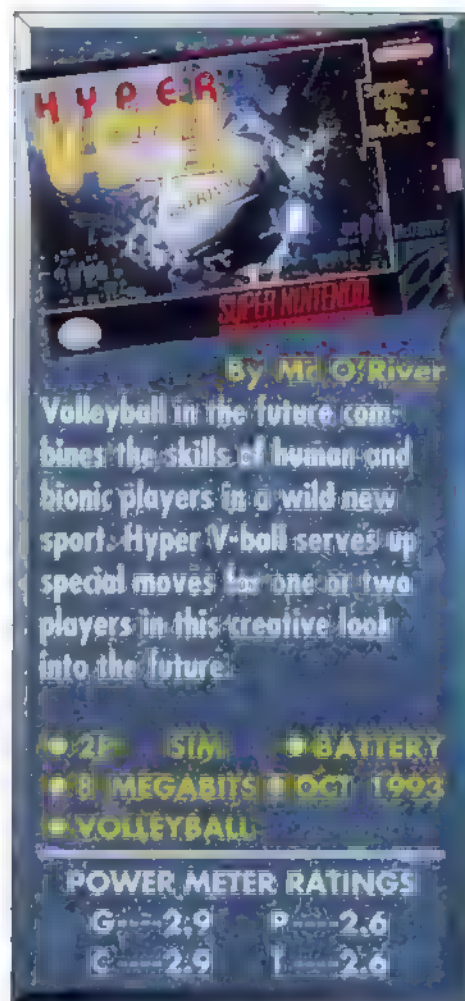
## DIG & SPIKE VOLLEYBALL

Dig & Spike players can choose from international V-ball, a training mode, and a World Cup competition. If you choose Beach Volleyball, you can play against the game or a friend, or you and a partner can challenge the computer. The slightly angled side perspective gives players a clear view of the court, unlike Hyper V-Ball which limits its perspective to a side view. The result is that Dig & Spike is quite realistic. It's easy to set up spikes or move in to block a shot. There's also an inset radar

screen to show you exactly where all your players are located. One drawback is that the view encompasses only about half the court, and on serves, the screen scrolls too slowly to let the receiving player see the ball and move his or her players into position. On the positive side, the variety of shots in Dig & Spike is impressive. Once you master the art of anticipating where the ball is positioned in the air, you'll find that you have remarkable control. V-ball fans will dig this title.



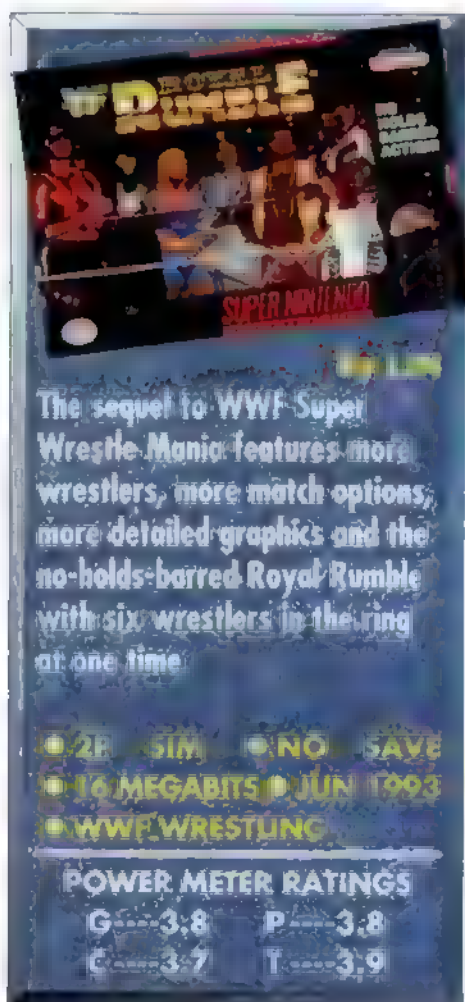




## HYPER V-BALL

Volleyball may not be one of the most popular sports in America, but it has an international following that is growing all the time. Unfortunately, it is a difficult sport to simulate for video games since it's so three dimensional in scope. Mc O'River tries to get past these difficulties by presenting a new brand of V-ball, one that is played in the future by teams that can use awesome special moves like the Tornado Serve or the Hurricane Spike. Hyper V-ball presents a side-angle view of the court, so you

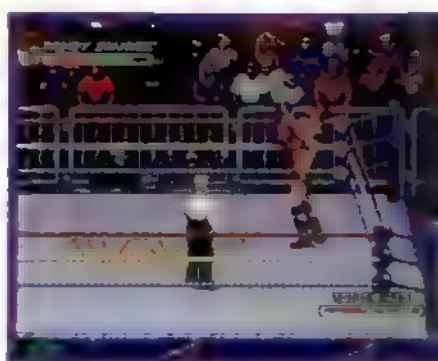
don't get any lateral movement. Hudson's Dig & Spike Volleyball, the angled overhead view lets you see the entire court, but you don't have the future elements or special moves. Control is much easier than in Dig & Spike, but not nearly as realistic. Hyper V-Ball also lets you play a tournament with ten international teams or four customized teams. You also have the option of playing without the hyper-suits in standard volleyball. You'll have five serves and eight attacks in this mode.



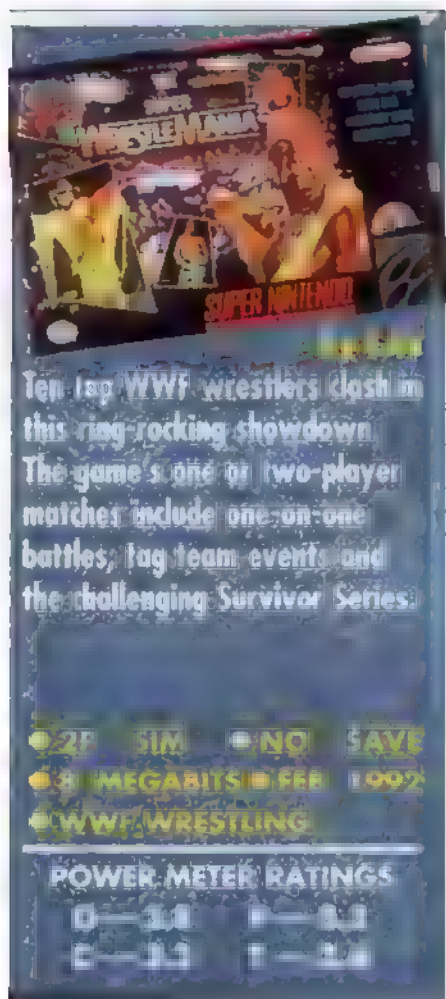
## WWF ROYAL RUMBLE

Let the Royal Rumble begin. This 16 megabit Game Pak is a new, improved update of WWF Super WrestleMania. The returning wrestlers are Randy "Macho Man" Savage, The Undertaker and "The Million Dollar Man" Ted Dibiase. These WWF veterans are joined by Ric Flair, Mr. Perfect, Yokozuna, Razor Ramon, Crush, Tatanka, Bret "Hit Man" Hart, Shawn Michaels and "The Narcissist" Lex Luger. Fighting options include one-on-one matches, tag team events, triple

tag team matches and the incredible Royal Rumble. All 12 wrestlers participate in this ultimate showdown with as many as six in the ring at once. When one wrestler is out, another one climbs into the ring to take his place. The object is to be the last wrestler remaining. The one-on-one match option now includes a tournament for the World Championship and the other matches allow for 10 levels of difficulty. The wrestlers are easy to control and the graphics are even sharper than before.



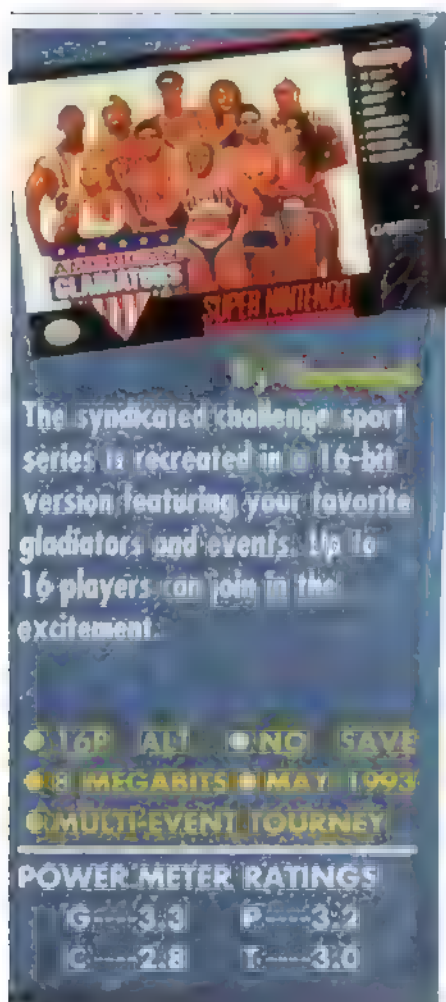
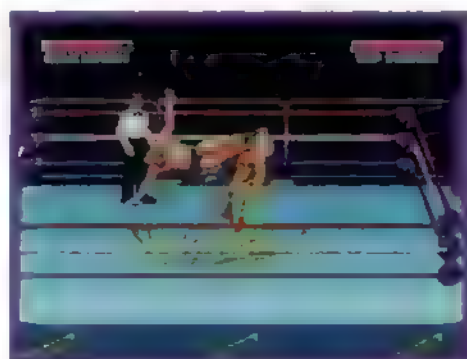




## WWF SUPER WRESTLEMANIA

Wrestling fans take notice. This exercise in mat-pounding excitement is the real deal. Hulk Hogan, The Undertaker, "Macho Man" Randy Savage, "The Million Dollar Man" Ted Dibiase, Hawk, Animal, Earthquake, Typhoon, Sid Justice and Jake "The Snake" Roberts go one-on-one in the video ring. The characters are big and well drawn and each wrestler is represented with a digitized photo in the wrestler select menu. One-on-one matches are over when one of the wrestlers is

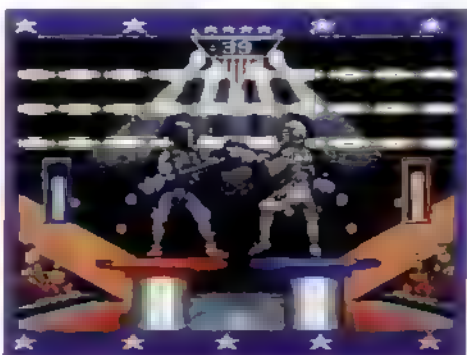
pinned or disqualified for being out of the ring too long. Tag Team matches challenge the members of one team to beat at least one of the members of the other team. Teams of four wrestlers meet in the Survivor Series. The members of each team take turns in the ring until all of the members of one team are gone. Each match is an exhibition since there are no tournaments or multi-match options. In matches against computer-controlled opponents, you can choose one of three levels of difficulty.



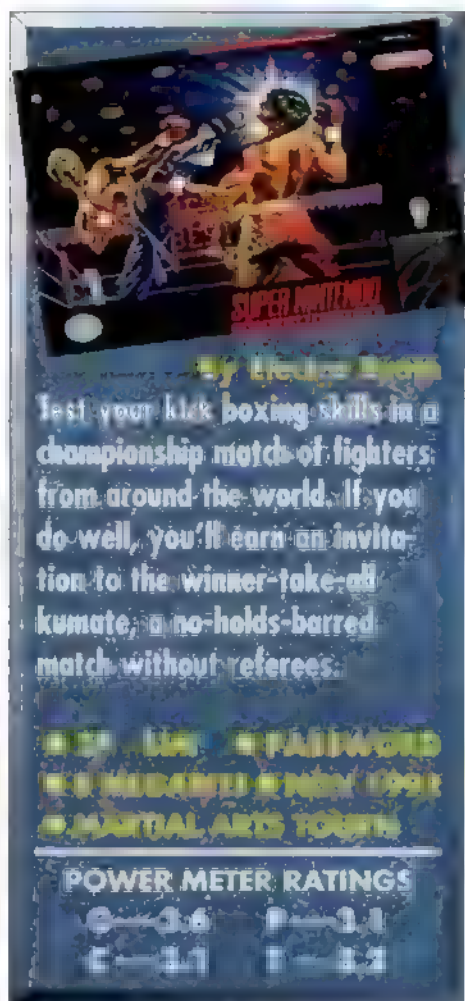
## AMERICAN GLADIATORS

The American Gladiators invite you to compete in a video game version of their popular TV show. The seven events included in the Game Pak are: The Wall, The Joust, The Assault, Human Cannonball, Atlasphere, Powerball and the Eliminator. Digitized photos of the Gladiators and brief biographies add to the authenticity of the game. You can even hold tournaments that include up to 16 friends, both male and female. The events themselves range widely in the type of control functions that are necessary.

Dodging between obstacles in The Assault is an easy move to perform and rolling the Atlasphere onto the scoring goals is intuitive. Some of the other events, however, don't use intuitive control functions and the resulting awkwardness can be frustrating. As in other pseudo-sports, like Aquatic Games from Seika, the events that are easy to grasp can be fun while more complex events leave players looking for their baseball games. The appeal here is more the license than the play.



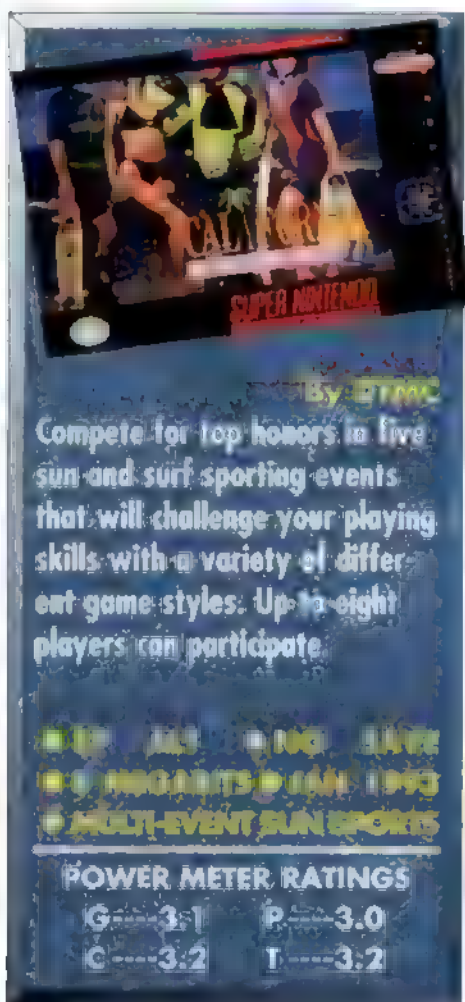




## BEST OF THE BEST Championship Karate

Best of the Best: Championship Karate is a one or two-player challenger that is shown from a side view. The closest set of ropes are invisible so you can see all of the action. While some boxing and wrestling games allow fighters to walk all over the ring, this game concentrates on a single plane, allowing movement only to the left and right. The graphics are well rendered and the movement of the fighters is very smooth. Players can customize their fighters and select 13

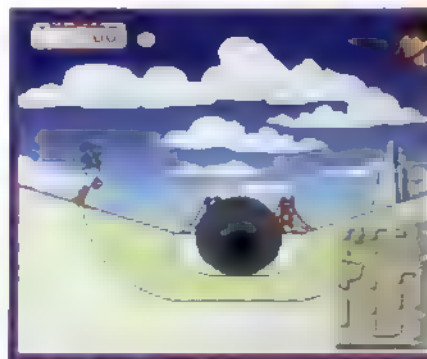
moves from a roster of 55 different punches and kicks. This allows for a lot of variety. Players can improve as they play and try different move combinations. Tournament play is saved means of a password. If you do well, you'll be able to fight in the championship kumate. Between matches, you can improve the abilities of your fighter by selecting the training option. This feature includes a sparring match and tests of strength and reflexes.



## CALIFORNIA GAMES II

Hang Gliding, Jet Surfing, Snowboarding, Bodyboarding and Skateboarding get Super NES treatment in California Games II. The emphasis is on the variety of sports and assorted play mechanics, rather than on tying the events together in an elaborate tournament. The side-view Hang Gliding event challenges you to fly off a cliff, perform stunts and return. Flying to the left and right is intuitive, but gaining altitude takes a lot of practice. Jet Surfing is a Mode 7 racing event that plays like a stripped-down

version of F-Zero, without competitive vehicles. The Snowboarding event is a side-view thriller that features a steep slope and a cool half pipe. Bodyboarding challenges you to perform stunts on a monster wave, then avoid pylons and other obstacles on the way to the shore. The head-on Skateboarding event features half pipe and tubes for wrong-side-up excitement. While all sports are backed with appropriate music, there are few realistic sound effects in the game.



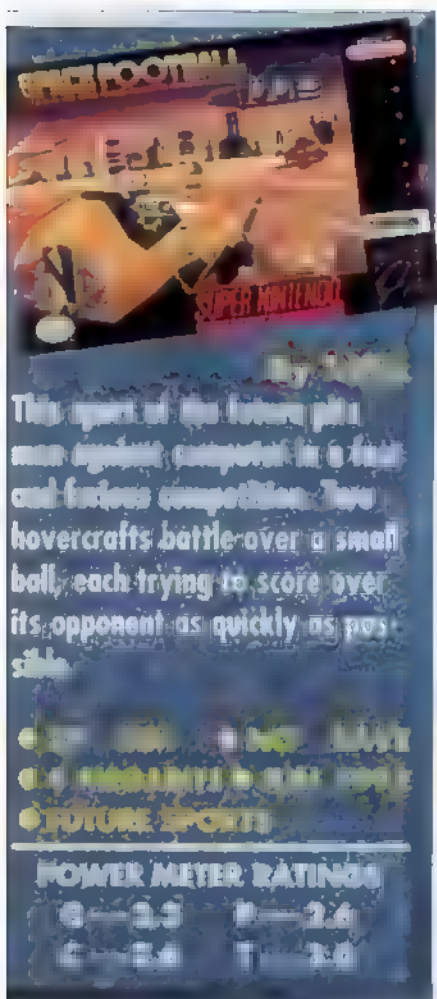
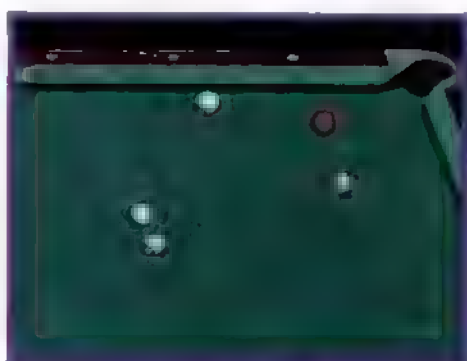




## CHAMPIONSHIP POOL

Championship Pool offers many views of the table, lots of help in taking your shots, a multi-player option and 12 different pool games including Three Ball, Eight Ball, Nine Ball, Ten Ball, Rotation, Cut Throat and even a freestyle option that lets you make up your own game. This variety of games is far greater than that offered by Side Pocket. The multi-player option also is a major plus for Championship Pool. The views can be switched from a standard overhead view that shows the entire table to a closeup-angled view

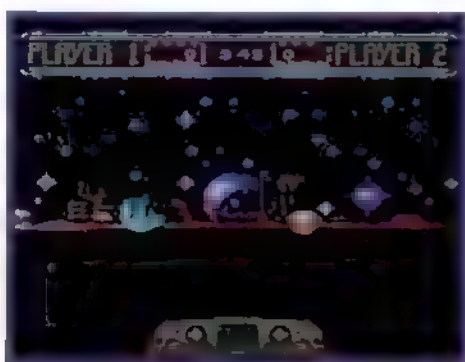
from behind the cue ball, which is quite realistic, but more difficult to control. When making a shot, you can first set it up by using a "Ghost Ball" which helps you plot your angles. You can also control the English, power and other aspects of the shot. Even with all these control options, the actual control functions can be awkward and difficult to master. Apart from the multi-player game, Championship Pool also has a tournament option and a practice session.



## SPACE FOOTBALL ONE-ON-ONE

Space Football One-On-One is anything but a football game. The game places two small hovercrafts onto a field, where they fight over control of a hoverball. Each player is also equipped with an unlimited supply of missiles which they can use to distract the opponent. After the hoverball is picked up, you have four seconds to run it into the goal. To make things even more challenging, each field gets progressively difficult, with force fields and gravity belts in the middle of the playing area.

There are 12 ace drivers to choose from and three different skill levels to play. Overall, the idea behind the game is interesting and has potential. The graphics are fairly good, showing the playfield from the driver's view. If you play the two-player match, the screen splits so players can roam freely on the field. The game loses playability and interest as soon as you consider the play control. The hovercrafts are very difficult to control and become frustrating early in the game.



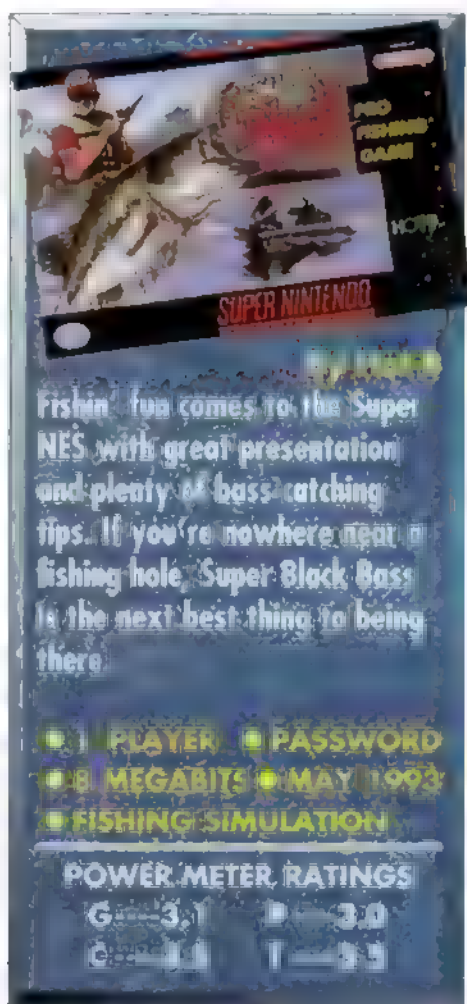
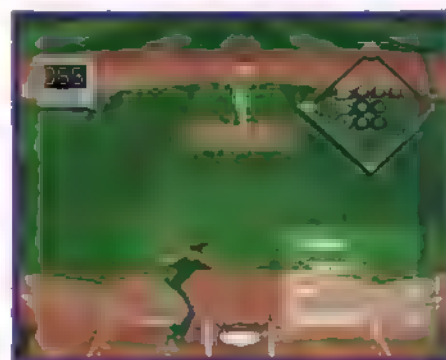
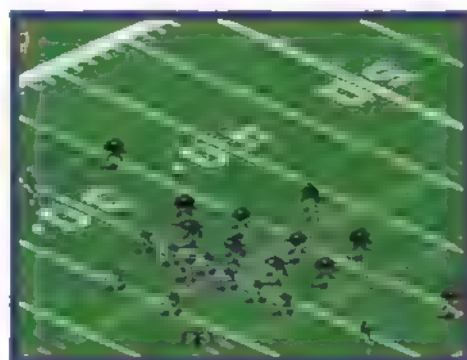




## SPORTS ILLUSTRATED CHAMPIONSHIP Football & Baseball

For the first time on the Super NES, players can play both football and baseball on the same Game Pak. Sports Illustrated Championship Football & Baseball does a good job of presenting both games in an easy-to-understand and playable format. Players can run a single game or an entire season on both games, saving their progress with the use of passwords. If you do well enough, you can make it to the championship games. The football game is set up with an angled field where one player works toward the top of the screen

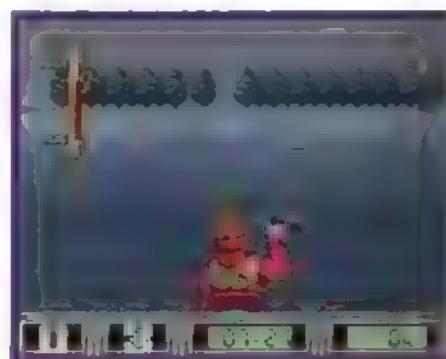
and the other works toward the bottom. The characters are smaller than most other football games, but this allows you to see the entire width of the field. This view makes it easy to do running plays, but makes passing plays difficult. The play selection is diverse and easy to do. Baseball is set up from the popular Batter's view. The pitching control in this game is unique, and makes good use of control and speed. Batting and fielding are average, with good control and fair graphics.



## SUPER BLACK BASS

In Super Black Bass, players can select their own lures, search for good fishing spots on the lake and experiment with different ways to attract the big fish—just like the real thing. They can also wait for what seems like hours before anything bites, just like the real thing. This game features fun fiddle tunes, plenty of fish facts that should clue you in on where to find the big ones, realistic sound effects and a dramatic use of Mode 7 that lets you follow the lure as it plunges into the water. It also fea-

tures a helpful map of the lake and depth sounder/fish finder. In short, the game provides everything that you'll need for a pleasurable video fishing experience. Super Black Bass is so realistic, in fact, that players who are not fishing fans will probably feel the same way about this game as they do the real sport. If you like to fish and you want to join in on a series of challenging fishing tournaments during the off-season, this is the perfect game for you.





## THE XVII OLYMPIC WINTER GAMES LILLEHAMMER '94

From the trumpets and fanfare of the opening ceremonies, to the guts and glory of the Downhill, the Olympic Winter Games are always inspiring to watch. U.S. Gold has created a game that will allow you to experience some of the glory first hand. When you begin the game, you can train on any one of ten different events. After learning how to play the game, you can set up a mini-Olympic tournament with your favorite sports or go for the gold in all ten events. You can play as any of the eight countries, plus you can change

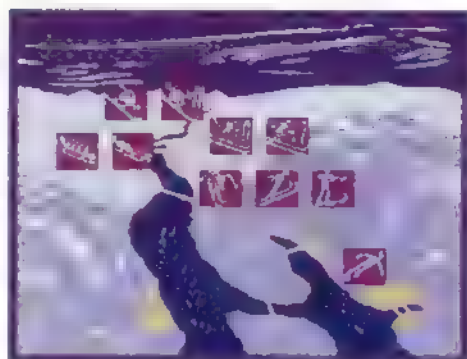
the text language to any of the native languages. Most of the events will be familiar to players, but learning how to do them can be tricky. Every event requires some fancy controller work to compete in them successfully. The play control is sharp, but it will take time to master the moves. It can be frustrating to see your country come in last place over and over, so use the Training Mode to practice up. The graphics show off most of the events well, but the sports that have smaller characters lack detail.

Speeding bobsleds and daring skiers are only a couple of the things that make the Olympic Winter Games great. Here is your chance to join the action of the '94 games.

● 4P ALT ● NO SAVE  
● 16 MEGABITS ● JAN 1994  
● MULTI-SPORT

### POWER METER RATINGS

G---3.5 P---2.5  
C---3.0 T---3.8



## BATTLE CLASH

Standing Tanks, or STs, were created to pacify the anger that many people possessed when the myriad Earth societies failed to exist in harmony. No one is sure what this has to do with this game, but it must have some deep, cryptic meaning. The hydraulically-powered STs that battle one another are piloted by great warriors, but young Mike Anderson is bypassing the normal system of challenging the hierarchy of ST pilots by going straight to the champions and challenging them. Many of the elite ST pilots will be

taken by surprise by the youngster, but that's exactly what Mike wants—to catch them off guard! In the quest to defeat the world's greatest ST pilot, Thanatos, Mike will have to defeat eight other STs. The key to winning is to locate the weak spots on each of the STs and then concentrate your Super Scope fire on those points. It's not always easy. Some of the STs can move very fast. The background scrolls quickly behind some of the STs, but some backgrounds remain stationary.

By Nintendo  
In the 21st Century, all of Earth's societies have crumbled away. A battle game was created by the remaining governments in an effort to keep the masses content. Hop in your Standing Tank!

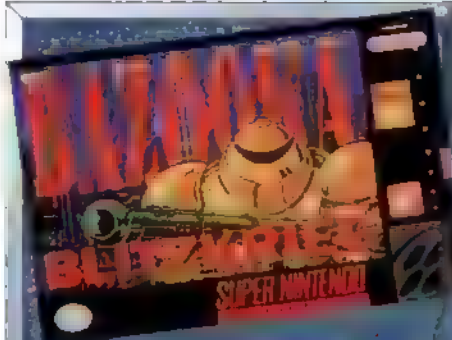
● 2P ALT ● NO SAVE  
● 8 MEGABITS ● OCT 1992  
● CYBORG SUPER SCOPE

### POWER METER RATINGS

G---3.0 P---3.0  
C---1.6 T---1.5







**BAZOOKA BLITZKRIEG**  
SUPER NINTENDO

**By Dennis**

The powerful Sylon mainframe computer has experienced a malfunction and has sent Cyborg-Commando Fighting Machines into the streets. You'll have to sweep the streets with your Super Scope!

1 PLAYER 1 INC. 100%  
1.4 MISSIONS 1.400000  
1.400000 1.400000  
1.400000 1.400000

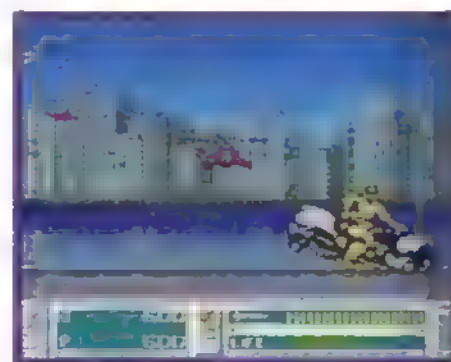
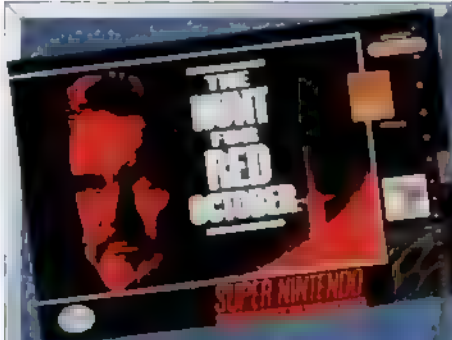
**POWER METER RATINGS**

G	3.5	P	3.8
C	3.3	T	3.0

## BAZOOKA BLITZKRIEG

Eliminating the Cyborg-Commando Fighting Machines that Sylon has directed into the streets of your hometown will be no easy task, especially since the only weapon you have is a Super Scope. The core of the problem, the Sylon mainframe, can't be shut down from a remote terminal. It has to be disconnected at the main source of its power. You'll have to infiltrate the Sylon base and blow up the computer. Once you start attacking, Sylon will know what your mission is and it will

know your route. It will send wave after wave of Fighting Machines in an effort to preserve itself and stop you and your trusty Super Scope. There are a total of five stages in Bazooka Blitzkrieg. There are two modes of play. You can choose the Bootcamp Mode where you can practice and hone your shooting skills, or you can go right into the Blitzkrieg and attack Sylon. Three levels of difficulty provide a wide range of challenges.

**THE HUNT FOR RED OCTOBER**  
SUPER NINTENDO

**By Dennis**

Pilot the powerful Red October through nine challenging missions in a side-scrolling shooter that is heavy on action, but short on drama. A periscope bonus stage makes use of the Super Scope.

1 PLAYER 1 INC. 100%  
1.4 MISSIONS 1.400000  
1.400000 1.400000  
1.400000 1.400000

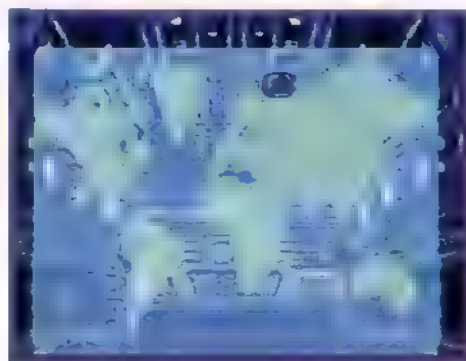
**POWER METER RATINGS**

G	3.0	P	3.3
C	3.0	T	3.1

## THE HUNT FOR RED OCTOBER

Marko Ramius is back in action as the captain of the Red October in a series of missions that begin where the book and movie left off. This underwater dodge-and-fire game features nine missions which range from the original escape from the Soviet Union to escorting ships through dangerous waters. All of the missions have the same basic directive: avoid enemy fire and counter with your own weapons. Damage to the sub carries over from one mission to the next and the sub has only one "life."

so it pays to be cautious. Play control is very responsive and the sub can fire in four directions, making good use of the four main action buttons on the Super NES controller. Periscope bonus levels are compatible with both the standard controller and the Super Scope accessory. The graphics are about average for a side-scrolling shooter and the soundtrack supports the action well, but is light years behind the sweeping movie-like scores of Batman Returns and Super Star Wars.



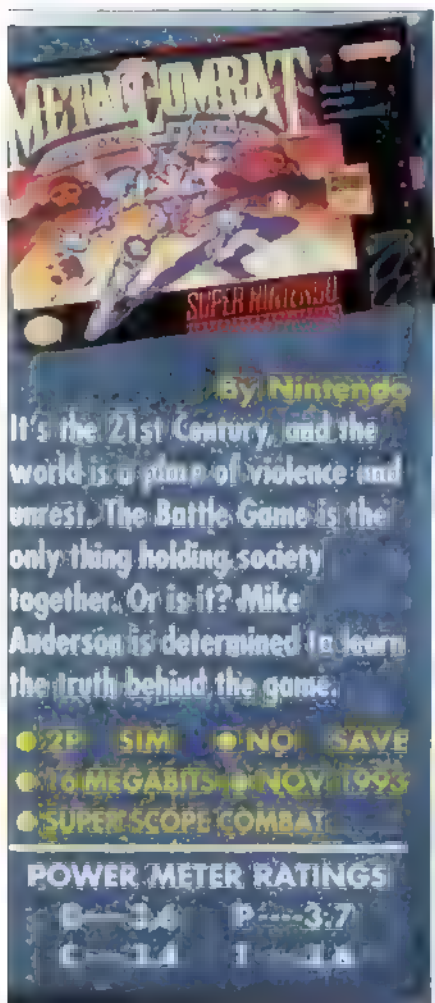
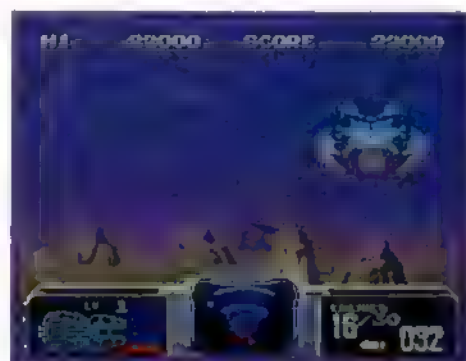




## LAZERBLAZER/BLASTRIS

There are six different games in this Pak, making it one of the best values for Super Scope action. Each game has at least 30 levels of play, a sure bet for hours of fun. The first three games are all part of the "Blastris" series. Mole Patrol allows you to blast away a whole clan of grinning moles. Both of the Blastris games are similar to Tetris. You must line up colored blocks by blasting at the blocks with the Super Scope. This is the perfect revenge after a frustrating game of Tetris. The three other games are all part of the

"LazerBlazer" series. You can go after alien invaders in three different styles of combat. This Pak is a great introduction to the Super Scope, having a mixture of games for a wide range of players. The graphics are all very well detailed, using multiple scrolling backgrounds and a wide range of colors. The play control is excellent, making it easy to learn how to use the Super Scope. All of the games allow you to adjust the difficulty level so all players can be competitive.



## METAL COMBAT Falcon's Revenge

The fighting on Earth has become vicious and destructive ever since the creation of the Standing Tanks, or STs. Advanced technology has been twisted to create these monstrous machines, designed only to compete in the Battle Game. Each of the ST Chiefs controls a portion of Earth, but as you defeat them, you learn that their control spreads much further. The entire Solar System suffers beneath the iron fist of the STs. Metal Combat: Falcon's Revenge is the sequel to the game Battle Clash. The fighting is similar to

the original game, but there are several new improvements. The graphics are much improved over the first game, and the play control is easier to understand. You can select which special weapons you take into battle, and your Energy Bolts can build up for an extra powerful shot, similar to Super R-Type. There are three different skill levels, a Training Stage and a Time Trial Mode as well. The game will rate your scores and times against preset scores, so you can improve your shooting.







By Kemco

The Nations' automated defense system has experienced a major error. The Nations' defense mechanisms have become extremely unstable and are a threat to all human life. Shut down that computer!

- 1 PLAYER ● NO SAVE
- 4 MEGABITS ● NOV 1992
- SUPER SCOPE ACTION

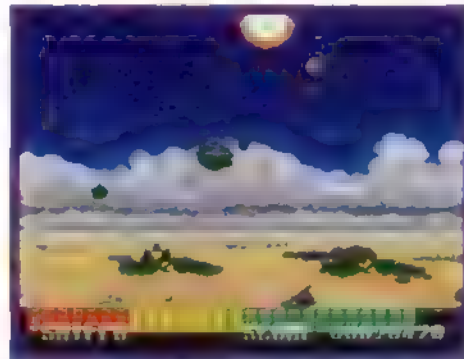
#### POWER METER RATINGS

G---3.2	P---3.4
C---3.2	T---3.2

## X-ZONE

The story line behind X-Zone is similar to that of Bandai's Bazooka Blitzkrieg. The game play is similar, too, yet it is more varied. The initial stage sees you jumping out of an airplane and spiraling downward to the desert floor while blasting away at anything that flies. Once you make it safely to the ground, the action changes to a right-to-left side-scrolling fare. An on-screen cross hair option is a nice feature. If you hold down the Cursor Button, you don't have to look through the sight tube to

see where your Super Scope shots are going to go. This allows you to hold the Super Scope in whatever position you feel is the most comfortable. A total of seven stages will provide an adequate test for your eye-hand coordination. There are three difficulty level settings also. This is a fairly average game with average ratings in all categories. While this game has some interesting options, you may want to first scope out Nintendo's Battle Clash and Metal Combat.



By Nintendo

You met Yoshi in Super Mario World. Now he's back in a different kind of game, a target-shooter compatible with the Super Scope. Its cooperative two-player mode is especially good for young gamers.

- 2P SIM ● NO SAVE
- 8 MEGABITS ● SEP 1993
- SUPER SCOPE ACTION

#### POWER METER RATINGS

G---3.5	P---4.0
C---3.5	T---4.0

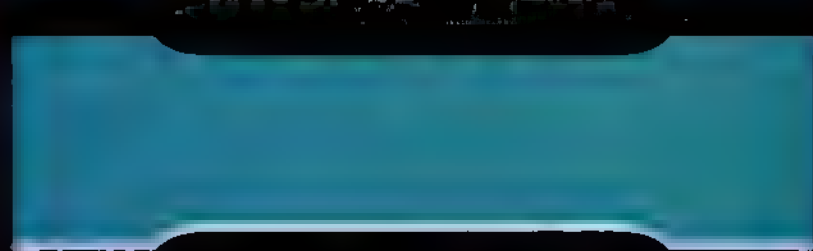
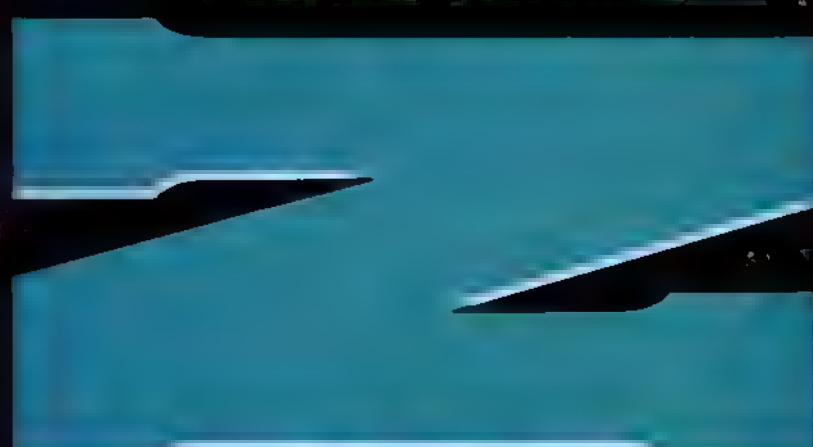
## YOSHI'S SAFARI

Yoshi's Safari lets you hop aboard and ride shotgun on Mario's dino-pal as you work your way through areas that you'll see from a Mario Kart-like view. Use the Super Scope to tag the assorted bad guys that show up in front of you, but don't aim too low. If you hit Yoshi, he'll turn around and give you the dirty look you deserve. The fun and surprising graphics give the game unique character, and the simultaneous, cooperative two-player mode lets one player aim for targets with the Super Scope

while the second player uses a controller to guide Yoshi. Don't expect a game like Super Mario World. You'll meet a Koopaling at the end of each level, but the action is strictly walk, run, jump and fire. It is fun to be Yoshi, though, and the scenery is certainly entertaining. The difficulty level is appropriate for younger players, but that doesn't mean that more experienced players won't have a blast with this Super Scope experience.









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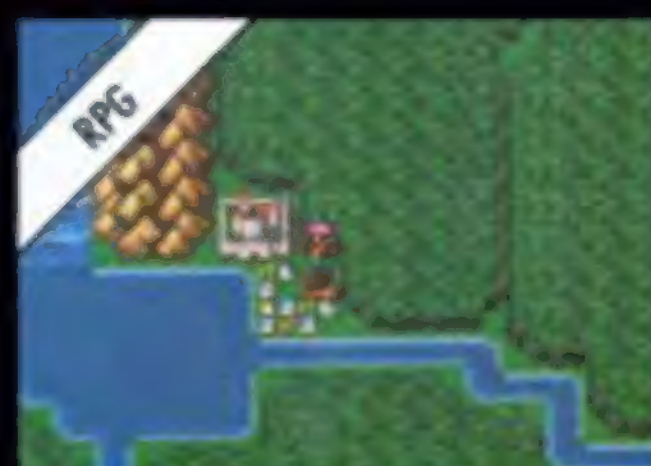
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